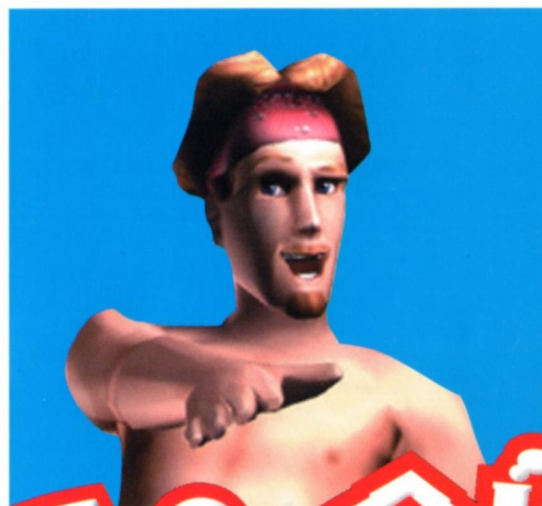


VICE CITY EXPOSED! HUGE TEN PAGE WALKTHROUGH INSIDE

ONLY
\$9.95

PS2

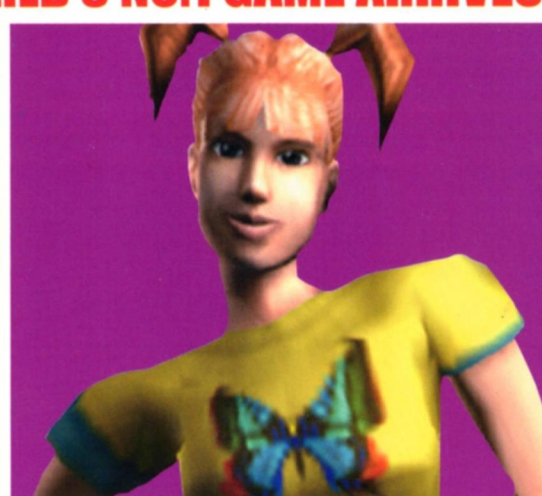
AUSTRALIA'S ONLY INDEPENDENT PLAYSTATION 2® MAGAZINE



The Sims



THE WORLD'S NO.1 GAME ARRIVES ON PS2



NO DISC?
PLEASE ASK YOUR NEWSAGENT



STEALTH SHOWDOWN!
SPLINTER CELL VS
METAL GEAR SOLID:
SUBSTANCE



FEBRUARY 2003 ISSUE 08

AUS \$9.95 inc. GST / NZ \$11.95 inc. GST

next



9 771446 828008

08

A
GENERATION'S
FINAL
JOURNEY
BEGINS



STAR TREK NEMESIS

RECOMMENDED FOR MATURE AUDIENCES 15 YEARS AND OVER (M) 15+
MEDIUM LEVEL VIOLENCE

PARAMOUNT PICTURES PRESENTS A RICK BERMAN PRODUCTION "STAR TREK: NEMESIS" PATRICK STEWART
JONATHAN FRANKS BRENT SPINER LEVAR BURTON MICHAEL DORN GATES McFADDEN MARINA SIRTIS MUSIC BY JERRY GOLDSMITH
PRODUCED BY PETER LAURITSON EXECUTIVE PRODUCERS BOB RINGWOOD EDITOR DALLAS PUETT, A.C.E. PRODUCTION DESIGNER HERMAN ZIMMERMAN DIRECTOR OF PHOTOGRAPHY JEFFREY L. KIMBALL, A.S.C.
EXECUTIVE PRODUCER MARTY HORNSTEIN BASED UPON "STAR TREK" CREATED BY GENE RODDENBERRY STORY BY JOHN LOGAN & RICK BERMAN & BRENT SPINER SCREENPLAY BY JOHN LOGAN PRODUCED BY RICK BERMAN
DIRECTED BY STUART BAIRD



paramount
international
pictures

READ THE
BOOK



STAR TREK
NEMESIS

StarTrek.com



TM & © 1999
PARAMOUNT PICTURES

COMING SOON TO CINEMAS

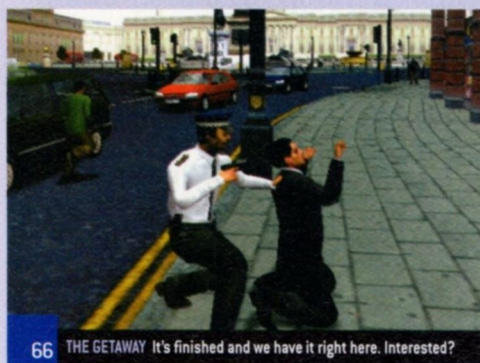


54

JAMES BOND 007
Reviewed! Now with better
Bond girls than ever before,
plus kissing scenes galore.

PSW CONTENTS

ISSUE 8



66 **THE GETAWAY** It's finished and we have it right here. Interested?



28 **PRIMAL** Half girl, half demon, all action heroine. Don't say Lara...

GLOBAL

IN THE DISTANT FUTURE, VIDEO GAMES WILL LOOK LIKE THIS, BE CALLED THINGS LIKE THIS AND APPEAR REMARKABLY SIMILAR TO THOSE FEATURED ON THE PAGES BELOW.

- 8 FINAL FANTASY X-2
- 10 TOMB RAIDER: THE ANGEL OF DARKNESS
- 10 NETWORK RESIDENT EVIL
- 11 JUDGE DREDD
- 14 CHAOS LEGION
- 15 OTAKU ALLEY
- 17 AUSTRALIA'S MOST WANTED

PREVIEWS

IN THE NEAR FUTURE, GAMES WILL LOOK LIKE THIS. QUITE SIMILAR TO THE GAMES OF TODAY, BUT MOSTLY WITH HIGHER NUMBERS AT THE END OF THEIR NAMES.

- 24 LAMBORGHINI
- 26 DARK ANGEL
- 28 PRIMAL
- 34 DEVIL MAY CRY 2
- 35 MORTAL KOMBAT: DEADLY ALLIANCE
- 35 INDIANA JONES & THE EMPEROR'S TOMB

REVIEWS

WHAT'S COMING OUT IN THE NEXT FEW WEEKS. APART FROM NIGHTFIRE, WHICH YOU'VE PROBABLY ALREADY BOUGHT. IF YOU WAITED TO READ OUR REVIEW FIRST WE SALUTE YOU.

- 44 THE SIMS
- 48 FORMULA ONE 2002
- 50 RALLY FUSION: RACE OF CHAMPIONS
- 52 LORD OF THE RINGS: FELLOWSHIP OF THE RING
- 54 JAMES BOND 007 IN... NIGHTFIRE
- 58 TY THE TASMANIAN TIGER
- 58 SEGA SOCCER SLAM
- 59 ROBOTECH: BATTLECRY
- 59 SPYRO: ENTER THE DRAGONFLY
- 60 VIRTUA TENNIS 2
- 62 MICRO MACHINES
- 63 TIGER WOODS PGA TOUR GOLF 2003
- 64 WRECKLESS: THE YAKUZA MISSIONS
- 66 THE GETAWAY
- 70 SUPERMAN: SHADOW OF APOKOLIPS
- 71 ALPINE RACER



FEATURES

THREE FEATURES ON GAMES, ALL INVOLVING STEALTH AND ALL GUARANTEED TO ANNOY YOUR XBOX OWNING FRIENDS.

18 SPLINTER CELL

ONCE AN XBOX EXCLUSIVE, NOW COMING TO PS2 SOONER THAN YOU'D EXPECT. IT'S PACKED FULL OF NEW BITS, TOO. HURRAH FOR UBISOFT!

28 TENCHU: WRATH OF HEAVEN

WHAT'S MORE STEALTHY THAN A BLACK OPS AGENT? WELL, NINJAS OF COURSE. TENCHU PROMISES MUCH BLASPHEMOUS KATANA ACTION WITH THE SERIES' THIRD OUTING.

34 METAL GEAR SOLID 2: SUBSTANCE

THE NEW METAL GEAR, OR JUST MORE OF THE OLD METAL GEAR WITH A FLASHY NEW NAME? WHAT, YOU THINK WE'RE GOING TO TELL YOU THAT HERE?

SOLUTIONS

STUCK? LOST? CONFUSED? OR JUST TOO OLD AND RUB-BISH TO WORK OUT WHAT TO DO? WE'LL HELP.

74 GRAND THEFT AUTO: VICE CITY

84 LORD OF THE RINGS: THE TWO TOWERS

88 MINI TIPS

BROWSER

THE BIT OF THE MAGAZINE YOU ARE PERFECTLY ENTITLED TO IGNORE. ISN'T THIS SUPPOSED TO BE A GAMES MAG ANYWAY? WHY'S THERE A PIC OF THE ROCK ON PAGE 97? YOU COULD FIT AN EXTRA TWO SCREENSHOTS IN THAT GAP.

90 NEW DVD RELEASES

BUY YOUR OWN SMALL, CLICHÉD, AND OVER-PRICED PIECE OF HOLLYWOOD TO KEEP FOREVER.

93 SOUND STATION

BECAUSE WE'VE REALISED THAT VIDEOGAME MUSIC IS BETTER THAN ANYTHING IN THE CHARTS

94 STUFF

ALL A BIT HEAVY ON THE BORING PS2 PERIPHERAL SIDE THIS MONTH. SORRY ABOUT THAT.

95 INCOMING!

IN WHICH WE THROW ALL THE NAMES OF UPCOMING GAMES INTO A BIN, BLINDFOLD JACKSON AND GET HIM TO DRAW THEM OUT BEFORE MAKING IT ALL UP AGAIN ANYWAY. BELIEVE THESE DATES AT YOUR PERIL.

96 DVD DETAILS

SINGLE? UNATTACHED? CURIOUS? PLEASE DROP GRAHAM AN EMAIL AND TELL HIM YOU CARE.

97 THE BIG PRIZE

THE SCORPION KING ON PS2 AND DVD. WOOT!

98 NEXT MONTH

WE'VE TENTATIVELY PENCILLED IN PLAYSTATION3 AGAIN.



36

MGS2: SUBSTANCE

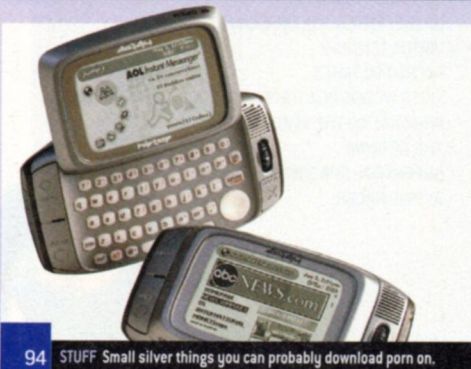
New missions, same man, same green look and sketches.



72 SUBSCRIBE And win some essential Thrustmaster PS2 accessories.



74 VICE CITY Become your own boss with our biggest playguide ever.



94 STUFF Small silver things you can probably download porn on.



90 NEW DVD RELEASES Films to watch. Perhaps with someone.



party at MY place.

PSW WELCOME



EDITORIAL

EDITOR
David Wildgoose
<davidw@next.com.au>
ART DIRECTOR
Chris Zammit
<chrisz@next.com.au>

ADVERTISING

**GAMING ADVERTISING
MANAGER**
Chris Davey
<chrisd@next.com.au>
PRODUCTION CO-ORDINATOR
Monique Layt
<moniquel@next.com.au>
Ph: 02 9699 0300
Fax: 02 9310 2012

MANAGEMENT

CHIEF EXECUTIVE
Phillip Keir
FINANCE DIRECTOR
Theo Fatseas
NATIONAL SALES DIRECTOR
Sue Ostler
<sue@next.com.au>
OPERATIONS MANAGER
Melissa Doyle
<melissa@next.com.au>

CONTRIBUTORS

Daniel Staines
Timothy C. Best
Vanessa Morgan
John Dewhurst
March Stepnik
Jackson Gothe-Snape
Steven Williams
Gary Cutlack
Mikey Foley
Richard Melville
Simon Singleton

PRINTED CTP BY:
Webstar

DISTRIBUTION BY:
Gordon & Gotch

CUSTOMER SERVICE:
Ph 1300 65 0666
Fax 1300 65 0777

**ALL COPYRIGHTS
RESERVED BY**
Next Publishing Pty Ltd
ACN 002 647 645
ISSN 1329-7694
Next Gaming
78 Renwick St,
Redfern, NSW, 2016
Phone: 02 9699 0333
Fax: 02 9310 1315

EDITORIAL

IT WAS ONLY THREE MONTHS AGO I WAS SPECULATING

about the showdown between *Vice City* and *The Getaway*. At the time I remarked, "it might prove difficult to compare the results of Rockstar's sprawling, free-form criminal playground with Team Soho's tightly focused and narrative driven tale of the London underworld." And, hey, I was right.

But not for the reasons I outlined back then. Sure, they're quite different gaming experiences – one's a blank canvas bursting with possibility, the other's an exercise in joining the dots – which does make comparison problematic. However, there's one area of common ground upon which relative merits can be weighed – and that's overall game quality. Pure and simple: *Vice City* is superb; *The Getaway* is bad. You can read the reasons why from page 66.

Elsewhere this month we're excited to deliver your first look at

Splinter Cell from page 18. Hang on, *Splinter Cell*?! The Tom Clancy one? The supposed *Metal Gear Solid* killer? The one that only a month ago Microsoft was telling us was exclusive to Xbox? Yes, that's the one. Ubisoft appears to have wised up, realised they could sell more copies on PS2 and so decided to bring it over to the other side. And it's not just a simple conversion either – they've added a bunch of new features and missions that your Xbox owning friends will miss out on. Oh dear!

While we're on the subject of firsts, our cover feature is the first Australian review of *The Sims*. It's a curiously addictive beast. We've scoffed at most things *Sim*-related in the past, but this time we've fallen for its charms. *The Sims* is an undeniable guilty pleasure. Indulge yourself on page 44.

Back to the toilet training...

/ DAVID WILDGOOSE

COME OVER AND
GET HAMMERED.



Featuring

NO DOUBT's

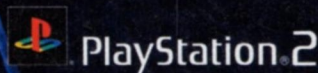
Gwen, Tony, Tom and Adrian as the
voices of Malice and her cronies!

MALICE

BIG HAMMER, EVEN BIGGER ATTITUDE.



COMING SOON



© 2002 Sierra Entertainment, Inc. All Rights Reserved. Sierra and Sierra logo are trademarks of Sierra Entertainment, Inc. Malice © 2002 Argonaut Software Ltd. All rights reserved. Malice, Argonaut and the Argonaut logo are trademarks of Argonaut Software Ltd. PlayStation and the PS Family logo are registered trademarks of Sony Computer Entertainment Inc. Sierra and Sierra logo are trademarks of Sierra Entertainment, Inc. All rights reserved. Malice, Argonaut and the Argonaut logo are trademarks of Argonaut Software Ltd. All rights reserved. Malice, Argonaut and the Argonaut logo are trademarks of Argonaut Software Ltd. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.

GLOBAL

NEWS. LOTS OF IT. FROM ACROSS THE GLOBE. HENCE THE NAME.

GLOBAL this month...

- 10 Network Resident Evil
- 11 Judge Dredd
- 12 Shaun Murray
- 14 Chaos Legion
- 15 Otaku Alley
- 17 Australia's Most Wanted

DOUBLE X

FINAL FANTASY X RETURNS BUT NOT AS WE KNOW IT. YUNA'S PACKING LARA'S TWIN PISTOLS IN A PSEUDO PLATFORMER CALLED **FINAL FANTASY X-2**.

■ AMAZING

WE CERTAINLY WEREN'T EXPECTING THIS. A NEW FINAL Fantasy somewhere between number 10 and 11. And using the same characters from the last game. Eh? The plan for the last eleven fantasies has been to ditch the present bunch of adventurers, just when they were starting to feel like part of your own family, and start with a blank canvas for the next instalment. That's just the way it's always been, so we thought we'd seen the last of Yuna and co when the ending credits rolled on *Final Fantasy X*. Then these screens of *Final Fantasy X-2* turned up.

The shocks continued when news filtered through that this could well be the most radical departure in the history of the *Final Fantasy* series. Rumour has it that *Final Fantasy X-2* has come over all gung ho with Yuna resembling a certain over-proportioned female adventurer even to the point of brandishing her signature twin

pistols. *Tomb Raider* similarities continue with more jumping and platforming action than you'd expect from the usually less than frantic *FF* games. Even the battle system receives a massive overhaul for this unique spin off. And new screens have revealed both *Ratchet & Clank* free roaming scenes as well as scrolling side-on levels... what's going on with the world?

The game takes place two years after *FFX*. With Sin finally vanquished everybody now lives in peace until something devastating occurs to force Yuna into summoning her magical powers once again. Familiar areas will be revisited but with a different feel now that Sin is no longer terrorising the land. We'll have more on this massive announcement in the new year. In the meantime, take a look at the box on the next page to see just how many *Final Fantasy* games have yet to make it to the UK. We share your pain but, rest assured, when a release date is uttered, PSW will be there first.



SPEED SPLITS Yuna enjoyed extreme gymnastics beside the waterfall.



UM BONGO Is this where a bandicoot lives?



GOODNIGHT In the future, all Japanese people will sleep in multi-coloured rockets.



I NEED A HERO Or a man with blue spikey hair and big bug-eyes.



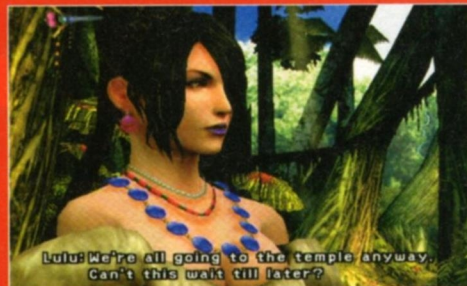
RISE OF THE ROBOTS Excuse me, but don't you belong in Star Wars?

THE STORY SO FAR

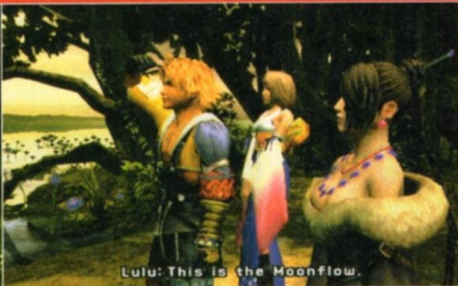
WE'RE ABOUT 18 MONTHS BEHIND THE REST OF THE WORLD

A lot has happened since *Final Fantasy X*, at least in the east. Just before *Final Fantasy X* hit our shores, a remixed version hit Japan including a completely new side story. A similar US version appeared called *Final Fantasy X: International Edition*. Then *Final Fantasy XI* was released,

again just in Japan, and you could play it online. As *Final Fantasy X-2* gears up for a March 2003 release in Japan, Europe waits patiently for a release date. Meanwhile, in Japan (again), fans flock to Tokyo fashion shops to buy new Yuna costumes and fluffy chocobos for Christmas.



Lulu: We're all going to the temple anyway. Can't this wait till later?



Lulu: This is the Moonflow.



TRANSFIXED Who needs spells and potions when you can just show 'em your panties?

HP 133 MP 19



ROLE CALL We find you guilty of clothes shopping on Ebay. Prepare to die!



HASH CAKE? Yuna deeply regretted heading to Glastonbury '98.



RUB ME Is that a genie in a bottle or a mobile phone mast? Hard to tell.



WORTH IT Nice hair, shame about the ludicrous 'ear tail' thingy.

AGGRESSIVE ONLINE

SONY CONFIRMS AUSTRALIAN PLANS FOR PS2 NETWORK GAMING

CONNECTED

LATE LAST YEAR, SONY AUSTRALIA ANNOUNCED THE FIRST details of the PS2's online gaming service. In the US and Japan the service has already launched and proved successful, and now it's our turn to get connected and leave those cumbersome multi-taps behind.

The service will commence in winter this year and will crucially be broadband only. While this means there are plenty of dial-up internet users who will sadly miss out, it does guarantee high performance for those who are lucky enough to be able to participate. To connect to the PlayStation2 Broadband Gaming Network you'll need to purchase a Broadband Gaming pack containing an ethernet network adaptor, an online game and a start-up disc (featuring various demos). It will apparently retail for approximately the same price as a new release game (ie, \$100).

Of course what you're interested in is the games. There's *SOCOM: Navy Seals* (a squad-based military shooter), *Destruction Derby* (vehicular combat), *Twisted Metal* (vehicular combat with guns), *Hardware* (vehicular combat with tanks), *Frequency 2* (rhythm action), *My Street* (no idea), *ATV Offroad* (racing), *Tony Hawk 3 & 4* (vivisection), *This is Soccer* (have a guess), and finally *World Rally Championship* (rally simming). All up, a reasonable selection with which to kickstart proceedings, if a bit heavy on the vehicular combat theme. Later they'll be joined by "exciting" wizards and orcs RPG *Everquest*, much to the chagrin of PC gaming nerds.

Sony Australia head dude, Michael Ephraim, was understandably thrilled by the plans, saying, "The introduction of network gaming further expands the capabilities of PlayStation 2. I have no doubt that the launch of online gaming will also expand the PlayStation community in Australia, and help further position PlayStation 2 as the entertainment device of choice for Australian households".

While the full service won't launch until the middle of the year, expect some kind of beta testing period to begin very soon. We'll report on that as soon as we're allowed to sign up.



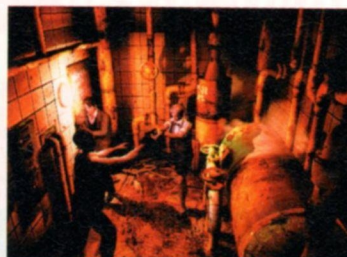
NAVY SEALS How are they able to hold firearms with their flippers?



TONY HAWK 76 Will you play THPS3 or THPS4 online? Tough choice.



R U A ZOM B? New Resident Evil, on PS2 and online as well. "LOL!" a Capcom spokesman said. "ROFL!" we replied.



NO, YOU GO FIRST Teaming up to stay alive in Resi Online.



REBECCA? New STARS, new game, new uniforms.



CHRIS? Looks like being more violent than ever before.



JILL? Things in glass tanks – always scary. It moved!



I'LL BE EXAMINING THIS The locations are in the 2D of old.



OH MY GOD! This is our new 'most wanted' game.

RETURN OF THE LIVING DEAD

"COME TO RACCOON CITY" THEY SAID. WE DID. IT WAS ABSOLUTELY HORRIFIC. BUT FOUR YEARS ON, WE'RE GOING BACK. WELCOME TO **NETWORK RESIDENT EVIL**.

INVASION

IT'S BEEN ALMOST THREE YEARS SINCE

we've seen an original instalment of *Resident Evil* appear on PlayStation. It was a painful day when developer Capcom announced that survival horror would become GameCube exclusive. As a bitter twist of the knife, the classic original was remixed, remastered and re-released to a rapturous reception of horror deprived Nintendo fans. We nearly cried.

But now Capcom has released images of its first dedicated PS2 *Resident Evil* project and the love affair with decaying corpses,

deserted cities and blood splattered bathrooms is now firmly back on. Fans expecting a traditional trip through the gruesome world of survival horror are in for a shock, however.

Network Resident Evil is – gasp – a four-player online adventure. Abandoning the tense single-player quest of the original, it'll be based around Raccoon City and chronicle the struggle of everyday citizens during the time when zombies first came to town. For the record, that was during 1998's brilliant *Resident Evil 2* on PSone.

Quite how the four-player online element works, nobody really knows. But that

doesn't stop us getting massively excited. It's also perfect timing, with Sony announcing the first details of its long-awaited online strategy (next issue). We don't care how much it costs to get hooked up. It'll definitely be worth it to play this.

The only downer is that it's only at an early stage of production, and so *Network Resident Evil* probably won't reach us until late next year. So if you fancy some random zombie slaying in the meantime, you'll have to make do with the new *Gun Survivor 4* game (see page 14). Check back next month for loads more *Network Resi* pics and info. Hopefully.

LARA DROPS HER STOCKINGS

THERE'LL BE NO CHRISTMAS OUTING FOR LARA CROFT THIS YEAR AS EIDOS DELAYS **TOMB RAIDER: ANGEL OF DARKNESS**.

SLIPPAGE

IT WAS SUPPOSED TO BE THE BIGGEST

Christmas hit of the year. Lara's triumphant return to the world of gaming on PS2. The screens looked fantastic, the game sounded like a return to the magic that made the first two titles so earth-shatteringly good and then... silence. Days turned into weeks and still we heard nothing from the makers of Ms Croft.

When she put in an appearance at the UK's ECTS/PlayStation Experience the signs weren't good. The game looked far from complete and wasn't a particularly flattering indication of how the finished game would play. The controls were

clumsy, the camera was all over the place and graphical glitching was a frequent occurrence. It didn't look like a game that would be ready for Christmas.

Eidos continued to strive for a December release but the signs remained bad, and it was looking like the only solutions were a severely rushed product or a delay. So it was with muted expectancy that we greeted the news of *Tomb Raider's* official postponement. Hopefully this extended development will enable the developer to make *Tomb Raider: Angel of Darkness* the massive blockbuster we all want it to be. Late February is the date we've been told, but don't be surprised if it's March/April.



MUST... MAKE... TURKEY As fast as she ran, Lara just couldn't make it for Xmas.

HIT THE DECKS

REMIX SOME CLASSIC CHOONS AND PRETEND IT WAS ALL YOUR OWN WORK WITH **MUSIC 3**.

■ TURNTABLISM

THE PS2'S CLASSIEST PIECE OF DJ-ING KIT RETURNS WITH A funky line up of beats for you to re-mix and millions of knobs and buttons to fiddle with. The developer of the excellent *MTV Music Generator 2* has signed a deal with Perfecto Records giving it access to its entire back catalogue. This will enable them to cram numerous anthems into the game giving you the opportunity to rework dance tunes in your own personal



WAVE YOUR PADS IN THE AIR LIKE YOU DON'T CARE This one's for all the lovers...

mixmaster style. Tracks by Paul Oakenfold and Timo Mass have already been confirmed with more to follow.

The game will also feature the ability to sample sounds from your entire CD collection along with the capability to record household sounds and your own voice via the PS2's USB connection. You can even put together your own video to accompany your musical masterpiece! You could make literally millions! Of people hate you. Aspiring DJs take note: *Music 3* will be coming atcha in March 2003.



I MADE THIS Make your own music videos too. Perhaps featuring a rabbit.

DAWN OF THE DREDD

THE COMIC BOOK LAW ENFORCER FINALLY MAKES AN APPEARANCE ON PS2 IN **JUDGE DREDD Vs JUDGE DEATH**.

■ ENFORCING

THERE WAS NEVER ANY DOUBT ABOUT IT.

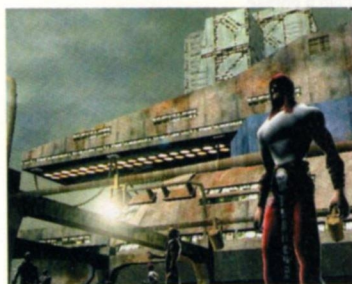
Judge Dredd simply had to be a first-person shooter. With the streets of Mega-City One teeming with the dregs of society and a crime being committed every single second, only a fast paced violent shooter would suffice.

When you think of the Judge you think of guns smoking with venom, scumbags pumping lead into anything that moves and towering cityscapes writhing in filth. It's a world of pure hatred that only ruthless law enforcers can keep from boiling over into total anarchy.

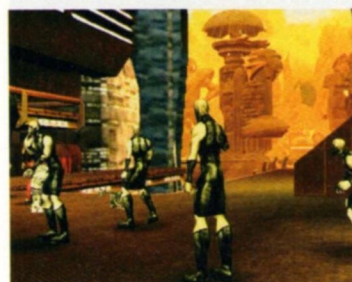
And that's without the added unwelcome menace of the ominous sounding Dark Judges.

These Judges from another dimension live by the ruling that all crime is committed by the living and therefore life itself is a crime and punishable by death. Having judged their whole world and found the entire population guilty they're now looking to inflict their warped justice on the inhabitants of Mega City One. When Judge Death starts handing out sentences there's only one man to call for help.

Judge Dredd should be dishing out retribution in the first half of 2003.



JUDGMENT YEAR Dredd will be out in 2003 AD.



DREDDING IT? Massive following should ensure success.



RED OR DREDD? Woo! Sexy babe with attitude!



GALAXY FORCE Yeah! Fire! Explosions! This game RULEZ!



ELECTRO-CLASH Brain electric flash attack is go!



POWER EXTREME We liked the first Galerians. So there.

SPACE WASTER

ANIME MONSTERS AND PILL-POPPING MADNESS IN **GALERIANS: ASH**. YOUR MOTHER WOULDN'T LIKE IT.

■ TRIPPY

RION LOOKS LIKE HE WOULD BE AT HOME IN a Square RPG. He has a perfectly spherical blonde head, is of Japanese origin and his eyes are the size of dinner plates. But that's with good reason, as Rion is a genetic experiment, pumped full of drugs to enhance his psychic ability and stop him freaking out. If he runs out of specialised pain killers, his head explodes and the lack of pharmacies in space ensure that he'll be constantly looking to score. We've never heard of such a good excuse to get wasted. Quite what some folk will make of it all...

In the spectacularly spaced out intergalactic adventure, Rion will come up against naked flame-breathing ladies, creatures with eyeballs where their tongue should be and a female friend called Lillia. The plot admittedly sounds like a particularly rosey straight-to-video flick, but the survival horror gameplay should suit those desperately in need of a some random violence while awaiting *Network Resident Evil*. Expect *Galerians: Ash* to arrive on PS2 in March.

GLOBALINSIDER

FIBRE OPTIC OPINIONS FED STRAIGHT TO YOUR HEAD



/ PRIMED AND READY

Funny thing happened this month. We did plan to bring you an exclusive behind-the-scenes look at Sony's new Lara-like adventure game *Primal*. We went to the developer in Cambridge and everything. They even bought us lunch. Steak and ale pie. But then the finished version of *The Getaway* came in, and something had to give. Bye bye *Primal*. Still, you can see it in action on this month's DVD, and read our preliminary thoughts on page 28. Look out for the full exposé of this terrific looking gothic adventure in the next issue.

/ A RIDGE TOO FAR

At a recent developer exhibition in Tokyo, *Moto GP* producer of Isao Nakamura confirmed that Namco is working on new additions to the *Ridge Racer* and *Ace Combat* series. Both games will be totally exclusive to PS2 and should hit Japan in the summer, making an spring release in Australia likely. Hopefully this time around Namco will put a decent variety of tracks in there. And maybe a few licensed cars. But we're not going to risk injury by holding our breath.



/ VIRTUALLY READY

Arriving mere seconds too late to be included in this month's bulging review section was *Virtua Cop: Elite Edition*. It comprises both *Virtua Cop 1* and *2* on the same disc, both of which remain almost identical to their earlier coin-op and Sega console versions. True, they're old enough to be your grandad, but the genius of their design (well, the first one at least) is still clear to see. Collectively we reckon we've spent about three years of our lives playing these games. And we don't regret a single second of it. If *Elite Edition* makes it into the shops before you see next month's review, we'd advise a swift purchase.



CLUB 18-30 You'll get into all sorts of crazy positions while wearing wet pink trousers. America, we love you.



TOXIC 2 Land incorrectly and the swamp will eat you.



PIER POSITION The pro waker prepares to take off.

MURRAY NOT WALKER

EXTREME SPORTS GAMES HAVE EMBRACED SKATING, SKIING AND SURFING. SHAUN MURRAY'S PRO WAKEBOARDER MANAGES TO MIX ALL THREE.

■ DRENCHED

ANOTHER BRONZED AMERICAN JOINS THE O2 RANGE OF EXTREME action figurines, assisting fellow sports pin-ups in their quest for something, like, truly radical. While Hoffman, Hawk and Slater are well into numerous sequels, Murray arrives with a new pair of oversized shorts and, yes, a whole new sport: wakeboarding!

If you're confused, wakeboarding is the equivalent of water skiing with a large surfboard which allows you to surf like Slater and

bust tricks like Hawk. In the two-player mode, one of you can even drive the boat while synchronising their movements with the attached wakeboarder. Ramps, harbours and logs made into crazy half pipes can be used to create big air tricks that look like a work of video game fiction. Surely Activision has run out of sports and created its own? But no, terrifyingly, wakeboarding is real. We've seen it and it looks like the most tweaky-tailed, fakie-nosesliding fun since *Tony Hawk*. To coin a phrase.



OFF ROAD Cunningly, you can choose how clever your opponents are.



SLICK The rain effects are the most beautiful we've seen. Apart from in real life.

FORMULA FUN

FALL ASLEEP AT THE SOUND OF HUMMING MOTORS? STARE IN HYPNOTISED WONDER AT THE SHEER BOREDOM OF F1? **GRAND PRIX CHALLENGE** WAS BORN TO MAKE YOU HAPPY.

■ SPEED

F1 SIMPLY ISN'T A SPORT THAT PROVIDES many surprises when moving to PS2. Dancing girls, renegade streakers and aeroplane shooting sub games will never occur in a game starring Schumacher. EA's stat-filled race to stay awake is boring and Sony's new *Formula One 2002* is brilliant. But do we need another take on the sport? Infogrames thinks so.

As the best looking F1 game since, ooh, last month, *GP Challenge* mixes arcade challenges with sim-style gameplay. Selecting a difficulty level before a race automatically determines whether a sim or arcade mode will be used. You can even tinker with the other drivers' intelligence levels in a disturbingly God-like manner. Infogrames aims to spruce up the sport for those who consider F1 to be as dull as visiting

the laundrette with your mum. As a result, drivers recklessly skirt about the tarmac like suicidal lunatics while wheels, spoilers and crumpled road cones are regular track fixtures. It's action all the way, even the pits have a mini game to ensure a constant flow of fun. *GP Challenge* offers genuinely tense racing and the kind of weather effects that make less sociable people drool in watery eyed admiration. See it in March.

EXCITE BIKES

NEW BIKES, NEW TRACKS, NEW MATE-IMPRESSING RAIN EFFECTS. HMM...
MOTO GP 3 AIMS TO PROVE THAT TWO WHEELS CAN BE JUST AS FUN AS FOUR.

WHEELIE

OFTEN THOUGHT OF AS THE GRAN

Turismo of the bike genre, the *Moto GP* series continues apace and is looking sweeter than ever. A unnamed female lead fronts the action this time around, suggesting a presentational throwback to the days of *Ridge Racer*'s rendered supermodel Reiko.

The main additions to gameplay include a behind the wheel view which actually works and some great weather effects. Position yourself in the slipstream of a rival in wet conditions and you'll be blinded by the spray of oily muck. The in-game camera even mimics the *Metal Gear 2* technique of droplets running across the lens, the accepted equivalent of PS2 foreplay. Riders now bob up and down - maybe in panic - when approaching a difficult corner and the scenery looks even more slick and shiny than previous versions. Namco has also hinted at the possibility of a split-screen four-player mode which should make fans fall to their leather-padded knees and weep tears of joy. *Moto GP 3* will be arriving in March. Get your leathers ready and prepare to bust wheelies in a way that would normally guarantee death.



FAR SIGHT You can see every rider's bum in the distance.



SLIPSTREAMIN' The "cockpit" view is now more friendly.



WHITE LINES He has more sponsors than bike parts.

WHERE IS EVERYBODY?

NO GUNS, NO FISTS, JUST EVERY CITY DWELLER'S BIGGEST FEAR. *SOS THE FINAL ESCAPE* REINVENTS THE 70S DISASTER MOVIE. FIRST UP, IT'S THE EARTHQUAKE.



ARSE There goes the mobile phone and the wallet.



STILL STANDING One wrong move and you'll be crushed.

DESTRUCTIVE

THE JAPANESE HAVE BEEN RAVING ABOUT

SOS The Final Escape for ages so we're happy to see that the game will finally be given a local release soon. Not nearly as mad as the mental Japanese craziness we're used to, *SOS The Final Escape* is still an utterly unique gaming experience. You've got no weapons or special powers. You're just an ordinary bloke on your way to work when a series of devastating earthquakes strike, totally destroying a once thriving capital city. Unfortunately you wake from unconsciousness just as a rescue helicopter

spirits the last remaining survivors away to safety. Your role is simply to stay alive. Every single challenge is one that could conceivably face any unfortunate survivor after such a disaster. However, as you search through the waste and debris you'll begin to piece together a picture of why the earthquake struck and it'll soon become apparent that it wasn't just an unpredictable natural disaster after all. Far from it. The only problem is that when the sniper rifles try to silence you before you share your findings with others, you can't fire back. Remember, you're just an ordinary guy and not John McClane.



WIN!

TONY HAWK 4 GOODIES

Apparently Tony Hawk is the most recognised sports figure among the youth of America. That puts him ahead of superstars such as Michael Jordan, Kobe Bryant and some footballers we've never heard of. Impressive stuff.

All of which explains his games' huge popularity. Of course, it helps that *Tony Hawk Pro Skater 4* is really quite good [it received a spanking 9/10 last month]. Activision has given us 4 packs to give away, each containing a copy of the game, a Hawk biography and Activision 02 t-shirt.

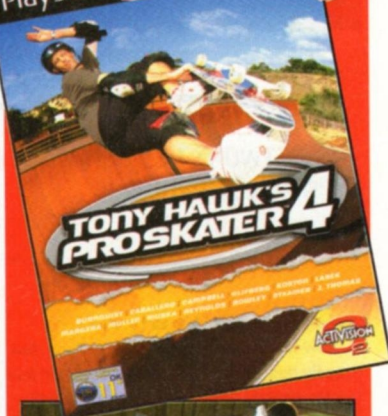
Answer this question on the back of an envelope for your chance to win.

Q. How many bones has Tony broken? SEND YOUR ENTRY TO:

Ouch!

PSW

78 Renwick St
Redfern 2016





BEHIND YOU! Siegmund didn't spot the evil scissor crabs.



MIXED UP So frenzied is the action, even we're confused.



GET AWAY! The soldiers payed for their cruel pink hair jokes.

LOVE, HONOUR AND DESTROY

THERE'S LUST, MURDER AND ALL OUT GOTHIC WAR IN CAPCOM'S LATEST CAPED CRUSADER, **CHAOS LEGION**.

■ TROOPING

THEY GAVE US HARDCORE FISTICUFFS IN the *Street Fighter* games. They gave us hardcore zombie-slaying in the *Resident Evil* games. They gave us hardcore hacking and slashing in the *Onimusha* games (and let's not forget *Devil May Cry*). And in their next big PS2 game Capcom are giving us... a squad-based adventure game? What sort of insanity is this? Well at least you can expect it to look quite pretty.

But first expect lots of menu traversing and summoning of exotic beasts before Capcom's trademark swirls of neon light and ridiculously oversized clashing swords begin to seduce your eyes. This isn't going to be the usual pick-up-and-play entertainment we expect from Capcom. In the game you play a skinny red headed warrior by the name of Siegmund Wahrheit who happens to be blessed with the ability to summon beasts through the power of the Dark Emblem. Arch rival and previous best

mate Victor Delacroix has the same ability but, controversially, uses his power to take over the world. Siegmund needs to build a team in order to halt Victor's domination as well as trying to win the heart of Rivier, the love interest of both Siegmund and Victor. While Siegmund might be trying to save the world, there's nothing like woman trouble to start a flood of brutal melee attacks. Capcom haven't yet confirmed an Australian release date for *Chaos Legion*, but expect more details early next year.



PHOBIA Please, I hate stick insects. No, really, go away.



BLAST Siegmund throws a wobbler and kills everyone in sight.



DEVIL EYES Man, lady or androgynous anime anomaly?



GIANTS Enemies can be 20 times larger than you, sadly.

THE DEAD SEA

AS NETWORK RESIDENT EVIL IS ANNOUNCED, IT'S YOUNGER GUN OBSESSED BROTHER RETURNS. IT'S **GUN SURVIVOR 4**.

■ CRUISE

CHRIST, NOT ONE BUT TWO RESIDENT EVIL games revealed in the same month. We know which one we'd rather be playing. And sadly this isn't it. The first *Gun Survivor* was a bit rubbish. And now we're at the fourth attempt - can they turn this series around?

Well, improvements are promised. Firstly, developer Capcom plans to make controlling your character a less frustrating experience than previously (your character, by the way, is a new fella called Blues Maggiavan). Secondly, the body count is supposed to be a lot higher. And thirdly, well, we haven't got a thirdly,

but we can say that this version is set at sea following an outbreak of the T Virus. As a member of the US Army sent to investigate and armed to the teeth with assault rifles and grenade launchers, your task is simple: survive. We'll see if we can survive *Gun Survivor 4* when it arrives in but a few months time.



ZOMBIE REVENGE Kill them forever with a silver bullet. Or is that vampires?



28 MONTHS LATER Resi's back on PS2. You can't keep a dead man down.



HOUSE OF THE DEAD The carpet masks the black & white floor tiles.



DEAD MAN WALKING No wait, it was werewolves. Garlic kills zombies. Or...

OtaKU Alley



● TYPE: RPG
● PUBLISHER: Gust
● CHANCE OF LOCAL RELEASE
0.5%

taisho mononoke ibunroku

■ *Taisho Mononoke Ibunroku* is a turn-based RPG set in the Taisho era of ancient Japanese folklore. According to experts, this era is famous for two things only: an abundance of magical demons and some really good cartoons about schoolgirl panties. Oh wait, sorry – it's only the

demons. Whichever era it is we're in now has the panty cartoons. Whoops. Anyway, there are reportedly five separately playable characters available in the game and each has their own distinct purpose for participating in its sprawling narrative. This, it is hoped, will help



LIKE POKEMON Except crap, no doubt.



SOOOO CUTE But what's with the Japanese fetish of young girls and pussies?



the player see the course of events presented in the game from several different viewpoints and therefore give the plot a kind of three-dimensionality rarely seen in RPGs of this type. Of course, most people will likely get confused and simply ignore the narrative altogether, but

hey – kudos for trying, guys! Despite the fact that there is meant to be a neat *Pokemon*-style, demon-catching mini-game included, *Taisho Mononoke Ibunroku* probably won't be very good and therefore has no chance in hell of being released outside Japan.



● TYPE: Bizarre RPG / Sim
● PUBLISHER: Square
● CHANCE OF LOCAL RELEASE
5%

hanjuku heroes vs 3d

■ *Hanjuku Hero Vs. 3D* is a turn-based Simulation/RPG that pits the forces of 2D against that of 3D in a massive battle for global supremacy. We're not making this up – the actual premise for the game is a war between the sprite-based forces of two-dimensionality

and the CG rendered power of the mighty third dimension. It's actually kinda cool in that weird Japanese kinda way. We don't know any specifics about the game's narrative other than the fact that it has something to do with "Egg Heroes", which are apparently a kind of monster



EGGS-CITING Apologies for the terrible yolk.



OLD VERSUS NEW Our money's on the 3D rendered side. Down with 2D sprites, we say!

that can be summoned during battle to claim a quick victory. Whether or not Egg Heroes are actual eggs or heroes that hatch out of eggs is currently unclear, but we really, really hope that it's the former. After all, we haven't seen a good egg based game since Codemasters' released

their *Dizzy: The Daredevil Egg* series. Actually, scratch that – the *Dizzy* games were crap. Even more reason for *Hanjuku Heroes Vs 3D* to feature a cast of violent egg monsters! As you've probably guessed already, this game will never be released in Australia.



● TYPE: Fishing Sim
● PUBLISHER: Sony
● CHANCE OF LOCAL RELEASE
15%

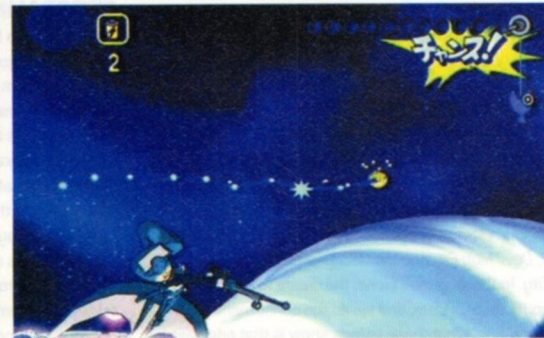
space fisherman

■ Developed by Land Ho Entertainment, *Space Fishermen* takes an already esoteric genre – fishing sim – and adds about fifty tons of extra weirdness to the mix by replacing the ocean with space and making all the fish... er... space fish. What you do,

basically, is select one of three characters and ride around in a turbo-charged starcraft looking for bizarre fish to capture with a large fishing rod/laser gun thingy. According to our sources, there are something like 50 different types of space



SPACE FISH But how do they breathe?



REEL-LY GOOD FUN Ok, so it probably isn't. Still, those wacky Japanese, eh?

fish to capture (all of which are completely nutty) and each fish fits into a complex food chain that must be grasped in its entirety before one can snag some of the game's more elusive specimens. Doesn't that sound like fun? No, of course it

doesn't – but what else would you expect from a fishing game? It's a crappy genre that's doomed to tedium regardless of where it's set. And that's a fact.

Dialogue



THE PART OF THE MAGAZINE YOU WRITE, THEN WE TYPE IT UP IN THE CONDUIT ITC FONT AND PUBLISH IT ALL.



GREETINGS... FROM A GIRL

Greetings. I am a 16-year-old girl and a few weeks ago I FINALLY got a PS2 as a reward for studying hard. But I am in a confused state of mind, as I don't know whether to get *Devil May Cry* now or whether I should wait for *DMC2*. And I cannot decide between *GT A-Spec* or *GT Concept*. And another thing, I find that after playing *GTA3* it certainly affects my goddamn mind. It sounds kinda dangerous but I'm only concerned for the safety of my friends when they call for me (and the neighbour's cat that comes round every day). It's just that I feel as though I might be a threat, as I cannot tell the difference between games and reality. So yeah, that's just about it. Luv, hugz and video gamez,

Miss Jazeus Kaur,
via email

When you say "luv" do you really mean it, or is it just one of those misleading girly things like putting kisses at the bottom of emails? You should get *Devil May Cry*, it's only \$50. And get *A-Spec* instead of *Concept*, it's bigger and better.

TURNED OUT NICE AGAIN

I thought it was time to finally praise the issuing of sequels/prequels. The claim from many gamers over the years has been a lack of imagination and the desire to stand by money-making cows which can be used year in year out to produce cash regardless of the quality of the game. What a novelty that this opinion is changing! Game developers are slowly realising that continuing certain series of games does not mean minor cosmetic changes, but complete overhauls or in some cases, new engines in particular. The games which I personally think deserve praise include *Hitman 2*, *Pro Evolution Soccer 2*, *TimeSplitters 2*, *Devil May Cry* and the daddy of all games, *GTA Vice City*. In these games alone, the desire to push the boundaries is clear, and we as the consumer are benefiting. What these games show is that originality can still exist within tried and tested titles, and as far as I am concerned, as long as the standards remain consistent, my wallet will continue to be hit hard!

Kevin Van Biene,
via email

Thanks for that serious letter. Couldn't you have

written in about crisps or something instead? There's nothing there to work with.

HOLIDAY SNAPS ENCLOSED

Having just visited the US (everything is a darn site cheaper) I've been able to play online with the help of a network adapter, \$19 and a modem free with broadband connection. Having spent many hours online, I can assure any grumbling readers that it is well worth waiting for. *SOCOM*, a SEALs Vs Terrorist game, is excellent with headset included. Online is highly addictive – worse than cigarettes – and the unpredictability of playing against people you don't know make it top notch. The only downside is returning to Australia and finding broadband isn't available in my area, so a return visit is on the cards, not just for the online gaming of course.

Andrew Smith,
via email

Our experiences of online gaming tend to involve cheating, frustration, technical problems and chat rooms full of horny American teenage boys asking us if we want to do "cyber". Obviously we refuse. Mostly.

DOESN'T TAKE A LOT OF PROGRAMMING

I am writing to highlight a key part of a game review, which the majority of people seem to miss: the control system. I'm sure I'm not alone when I say that most gamers like the customise option on the game controls as not everyone prefers the default setting. For example, for first-person shooters I like to have walk and turn on one stick, with look and strafe on the other stick. How disappointed was I upon playing *Turok Evolution* to discover they'd left this out! Why? Surely that doesn't take a lot of programming? Unfortunately, reviewers seem to overlook this and deem it unworthy of mention. Could you please include some sort of reference to the controls when reviewing games?

"Serious Sim", via email

A lot of people were disappointed upon playing *Turok*, mostly because of what they'd put in rather than left out. But you're definitely onto something

MISCELLANEOUS CUTS

I was just wondering if you ever read the manuals of some of the games. I think the most interesting one is the *Metal Gear 2* manual. Piaras Ó Murchú

Boyfriends have come and gone because deep down inside I knew they could never match up to you! Mel

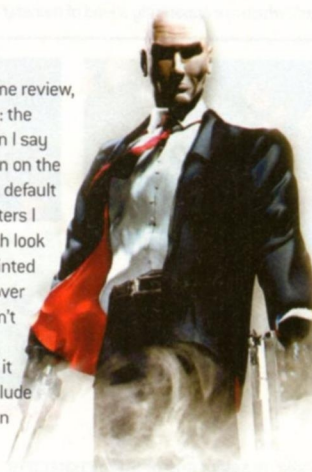
I am aware of the irony of calling you freaks while I'm here rambling about Tommy guns. "Monkey Z"

Hello, this is my first ever e-mail (so be nice) Michael-James Parry

My time at university taught me the skills vital to this role. Duncan Frowde



SEND YOUR THOUGHTS TO:
Dialogue, PSW,
78 Renwick St,
Redfern NSW 2016
Australia.
psw@next.com.au



here. Controls (or the lack thereof) are a major issue in many games. We spent a good portion of our word count harping on about the poor controls in our *Getaway* review this month. Enjoy.

INTENDED RECIPIENT DISCLAIMER

The information in this email is confidential. The contents may not be disclosed or used by anyone other than the addressee. If you are not the intended recipient(s), any use, disclosure, copying, distribution or any action taken or omitted to be taken in reliance on it is prohibited and may be unlawful. If you have received this communication in error please notify us by e-mail or by telephone and then delete the e-mail and all attachments and any copies thereof.

Paul Creen,
via email

This reply is for Paul Creen only. If you have read this reply and are not Paul Creen please forget about reading it. If you are Paul Creen and have sent us this message please re-send it with your actual letter attached this time.

LESS HORSES IN VIDEOGAMES

Hi there! My names is Danny Yee and I'm a big fan of PSW magazine. The reason that I write to you is I am a KOEI strategy fan. I need some info. Any ideas when *Romance of Three Kingdoms VIII* and *Dynasty Tactics* will arrive here? Please put some columns for KOEI fans in PSW. It and you will gain a lot of customers.

Danny Yee, Chiswick Park

Here's a column for fans of KOEI strategy games: Leave us alone. And please, KOEI, enough of the *Kessen* already. MF

I SUCK AT GAMES

I'm at the residue processing section and I have no weapons. I have been down inside the tower and through the pipe that leads you to a grate. Through this grate I can only watch as a guard disposes of two aliens. It is here that I am at a loss. For I cannot find a way through the grate. I'm at a loss and need some expert advice. Please get back to me as I have tried for weeks to find a way out of my predicament. Mr Michael Branton, Hoddesdon

Why not try selling the game or swapping it for a copy of Britney's *Dance Beat*? GC

I WON'T DO WHAT YOU TELL ME

PS: Don't slag off Feeder or Ash, it's comments like that which will lose your top mag spot. Bryan Kipling, via email

We'd love to help, but they really suck. SW It may already have lost us up to eight sales! RM It's true, they do really suck. MF Feeder? Did they write *Guns 'n' Roses*? LN I think we have a responsibility to the kids not to express this opinion. GC Ash? Are they new? LN

AUSTRALIA'S MOST WANTED

YOUR MOST ANTICIPATED GAMES IN ONE CONVENIENT LIST! VOTE NOW - VOTE OFTEN! EMAIL YOUR TOP FIVE TO PSW@NEXT.COM.AU

1. The Getaway

Oh dear, a lot of people are going to be disappointed by this. A mere month after ousting *Vice City* at the top of your wanted list, *The Getaway* gets the PSW review treatment - and comes off looking rather battered and bruised. We suppose, if you know London like the back of your hand, there's probably some enjoyment to be had sightseeing. But otherwise, forget this clumsy, plodding faux-movie and stick with the *GTA* series.



■ TYPE: Action ■ DISTRIBUTOR: Sony ■ ETA: Now



HAVE YOUR SAY!

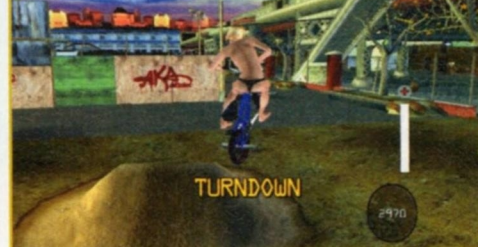
We want to know what games you're most looking forward to. Help us decide which games to cover each month! So send us an email listing the five games that have got you drooling with excitement. Each month, we'll tally up your votes and print the top ten on this page here. Tell us why you want a particular game and we'll include our favourite comments, too. One lucky entrant will win a game collecting dust on the editor's desk, so make sure you include your name and postal address. Send your votes to: psw@next.com.au

2. Devil May Cry 2



■ TYPE: Action ■ DISTRIBUTOR: THQ ■ ETA: March

3. BMX XXX



■ TYPE: Sports ■ DISTRIBUTOR: Acclaim ■ ETA: Feb

4. Silent Hill 3



■ TYPE: Adventure ■ DISTRIBUTOR: Infogrames ■ ETA: April

5. Metal Gear Solid: Substance



■ TYPE: Action ■ DISTRIBUTOR: Infogrames ■ ETA: 2003

6. Shinobi



■ TYPE: Action ■ DISTRIBUTOR: Sony ■ ETA: March

7. Tenchu: Wrath of Heaven



■ TYPE: Stealth ■ DISTRIBUTOR: Activision ■ ETA: April

8. Soul Caliber 2



■ TYPE: Fighting ■ DISTRIBUTOR: Electronic Arts ■ ETA: TBA

9. Final Fantasy X-2



■ TYPE: RPG ■ DISTRIBUTOR: Sony ■ ETA: TBA

10. Contra: Shattered Soldier



■ TYPE: Shooter ■ DISTRIBUTOR: Infogrames ■ ETA: Feb

GREEN EYES "Hey guys, will these change colour for the PS2 version?"

CELL RESEARCH

Move over Snake. F*** off Raiden. Sam Fisher is here, fresh from a brief training exercise late last year spent spying on the enemy. He's now ready for the real deal – Tom Clancy's *Splinter Cell* on PS2.

Words: Daniel Staines

AS THE MEDIUM OF INTERACTIVE ENTERTAINMENT expands artistically and demographically, standard expectations of what a videogame hero can and should be continue to evolve and have become considerably more mature over time. No longer content with tough man clichés, gamers are increasingly demanding that their digital avatars be well-rounded, interesting characters that are both creatively engaging and functionally flexible. These days, we want our protagonists to be capa-

ble of intelligent discussion as well as being a deft hand with a MP5 sub-machine gun. We want them to give us the opportunity to make ethical choices and to decide on a minute-to-minute basis whether or not pulling the proverbial trigger is always the best way to solve a problem. We want them to be witty, we want them to be tough and maybe we want them to be just a little bit sexy too.

We want them, in short, to be a lot like *Splinter Cell*'s Sam Fisher. Calculating, mysterious and amaz-

ingly talented – this guy epitomises everything that a modern day videogame hero should be. Although some careless observers would have you believe otherwise, Fisher is not a shameless clone of that other solid stealth hero that courtesy prohibits us from naming here. He is an original, complex creation in his own right and comes to us with Tom Clancy's personal seal of approval. He's a bad ass all right – but by golly, he's an *interesting* bad ass.

"Little is known about Sam, but his experience

and top training make him both deadly and efficient," *Splinter Cell*'s product manager Domitille Doat tells us via cackling short wave radio. "He is not another wet-behind-the-ears spy. He is not 25 years old, he has got nothing to prove and he is not in search of glory or glamour. He's a complex character – physically and psychologically – and is definitely not in line with your standard videogame clichés."

According to Doat, Fisher is the crux of the *Splinter Cell* experience and is key in differentiating

CLIMBING UP THE WALLS Chairman Mao certainly had that effect on people.

Access Feirong's data in the basement

I'LL BE WATCHING YOU "I swear those eyes just followed me round the room."

SILENT SCOPING Is the ubiquitous sniper rifle now the new crate of videogames?



SPLINTER CELL

TWO DOWN Don't let their friends find the bodies!



this particular sneak 'em up from others currently on the market. In particular, Sam's wide variety of physical capabilities are worth noting as they are a major facet of what makes him such an exciting character to control. Unlike some other tight-suited pansies we could mention, Sam can do pretty much anything you'd expect from a veteran Special Ops agent. He can rappel into hostile quarters with all guns blazing, he can pull off neat evasive rolls to dodge enemy gunfire and he can knock out guards and use their heads to bypass retinal scanning devices. He can even — and this is totally cool — do a 'split jump' and stay aloft between two reasonably close walls using nothing but the power of his legs alone. Can you imagine doing a split-jump, letting an enemy pass blithely underneath you and then dropping down to pop him in the back of the head with a silenced pistol? We can and we have no shame in telling

you that it sounds mighty bloody enticing.

"What is interesting with all the moves that Fisher can perform is that they are perfectly realistic but athletically impressive — we wanted to walk a line between realism and cinematic action," explains Doat. "He can perform everything you'd expect a highly trained agent could perform, but ultimately our primary objective is to provide those moments where the players actually surprise themselves with the impressiveness and success of their own actions. That's what marks the difference between us and the competition."

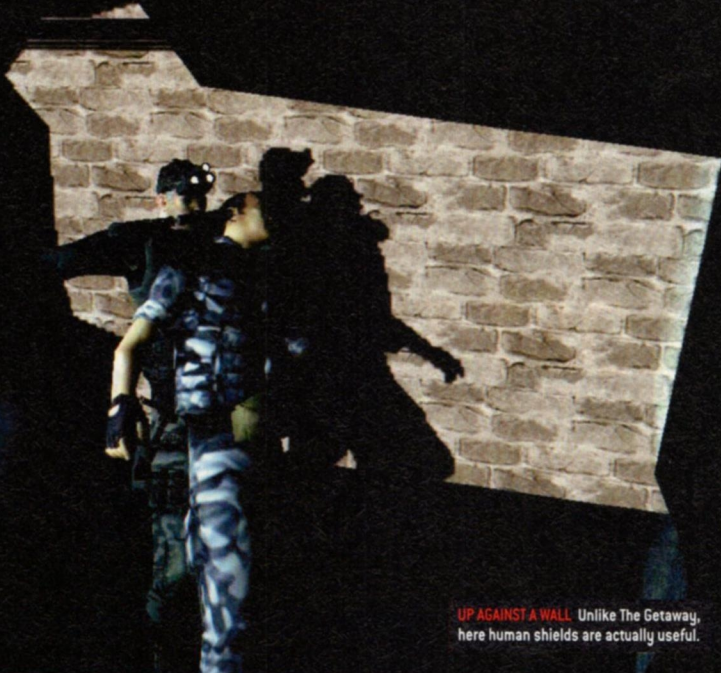
Aside from his impressive repertoire of physical stunts, Fisher also has access to a long list of hi-tech gadgets and Special Ops weaponry. The most

FNARR-FNARR! I'll bet he'd like to access that basement data. Heh.



Access Feirona's data in the basement

27



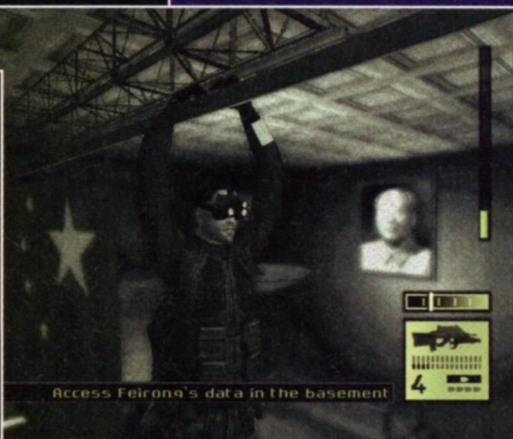
UP AGAINST A WALL Unlike The Getaway, here human shields are actually useful.



FIRE IN CAIRO He's probably not in Egypt, but a Cure reference never goes astray.



Find the black box



Access Feirone's data in the basement

interesting of these include a thermal vision headset which lets Sam identify enemies by their heat signatures, an experimental SC-20 K modular assault rifle and movement sensitive wall mines. Oh, and let's not forget the ultra snazzy sticky eye – a portable camera that can be stuck to almost any surface and manipulated from a remote control panel carried by Sam. Provided their use isn't restricted to pre-fabricated situations, the tactical possibilities that wicked gadgets like these open up are almost endless. One could, for instance, use the sticky camera to monitor a patrol route and then plan a lightning ambush based on the information it records. Quick, clean and professional – that's how it's done in the Special Ops.

"Although some of them were especially created for the game, most of the weapons and gadgets in *Splinter Cell* are based on actual prototypes being tested by different military organisations," says Doat with evident pride. "Like Sam's moves, they were all developed to impress the player with their versatility while still conveying a strong feeling of realism at all times."

Speaking of realism, it's worth noting that *Splinter Cell* has been designed with accessibility in mind and is therefore not so stringently realistic as to be punishing to the inexperienced or casual gamer. Mistakes will have ramifications, certainly, but usually they'll be ramifications one can learn from without having to open the reload screen. Furthermore, it is not always necessary to solve problems the 'stealthy' way simply because you play the role of a covert operative. Players inclined to whip out an automatic rifle and charge about shooting guards with gleeful abandon will be able to do – but they'll have to face the consequences of their actions. "Most of the time, depending on the



LOST THE PLOT?

NOPE, IT'S HERE SOMEWHERE, AH, FOUND IT!

As you'd expect from Tom Clancy game, *Splinter Cell*'s plot is expansive and rife with international intrigue, mind games and all that other clandestine stuff people seem to find so popular these days. We won't go into details, but the basic deal is that Sam Fisher is sent into enemy territory to find two missing CIA agents and is quickly ensnared in a big political conspiracy that has dire implications for every person on the planet. Oh, and apparently there's something about Mr. Fisher's shameful past as a high-school principal in a place called Summer Bay, but that's yet to be confirmed by anyone other than the snickering fat kid we talked to in a local milk bar.

Scene 001

Splinter Cell

Scene: 001 Shot: 001

Camera motion:

Static

Match action:

Location:

Ext / Day - Georgia

Action:

We discover a huge satellite dish in the middle of the mountain. This dish is moving, it's snowing + wind.

Dialogue:

Display text: "Somewhere in Georgia..."

Duration:

3'10 Focal: 40mm

Scene: 001 Shot: 002a

Camera motion:

Static

Match action:

Location:

Ext / Day - Georgia

Action:

A person left, still down and goes out of the frame (down/left side of the frame).

Dialogue:

Duration:

1'15 (still in 15 frames) Focal: 40mm

Scene: 001 Shot: 002b

Camera motion:

Static

Match action:

Location:

Ext / Day - Georgia

Action:

A person left, still down and goes out of the frame (down/left side of the frame).

Dialogue:

Duration:

1'15 (still in 15 frames) Focal: 40mm

Scene: 001 Shot: 003a

Camera motion:

Static then slow right travelling

Match action:

Hand motion adjusting sights

Location:

Ext / Day - Georgia

Action:

Sniper finishing to adjust his sights.

Dialogue:

Duration:

3' Focal: 300mm

Scene: 001 Shot: 003b

Camera motion:

end of the travelling then static (1')

Match action:

Location:

Ext / Day - Georgia

Action:

A second sniper adjust his sights looking inside.

Dialogue:

Duration:

Focal: 300mm

Scene 002

Splinter Cell

Scene: 002 Shot: 017

Camera motion:

Lateral travelling + going down

Match action:

+ move forward

Location:

The tank come into the frame (left) and park

Action:

We pass some lined up tank to discover...

Dialogue:

Duration:

4'15 Focal:

Scene: 002 Shot: 018a

Camera motion:

Static

Match action:

Focus on Madison

Location:

Action:

Madison's speaking to the HQ.

Dialogue:

See script

Duration:

8' Focal: 200m

Scene: 002 Shot: 018b

Camera motion:

Static

Match action:

Shift focus on Blaudon

Location:

Action:

Blaudon move forward lightly

Dialogue:

Duration:

1' Focal: 200mm

Scene: 002 Shot: 017a

Camera motion:

Lateral travelling

Match action:

Location:

Action:

soldiers lined up...

Dialogue:

Duration:

Focal:

Scene: 002 Shot: 017b

Camera motion:

End lateral travelling

Match action:

Location:

Action:

...and finally a commander walking (he's solving the soldiers). He stop

Dialogue:

Duration:

Focal:

<< 20 PSW FEBRUARY 2003

SPLINTER CELL

VENT YOUR FEELINGS "Ooh, darling, that lighting is just gooor-geous!"



STAIR CRAZY It seems even secret agents have trouble with steps on odd occasions.

objectives of a mission, the player always has the freedom to decide if they want to be stealthy or not," says Doat. "Homicidal aggression makes life harder, of course, but that's a decision we leave up to the player. They can set the level of their own challenge."

Of course, you may know that Splinter Cell has already been released on another lime-tinged console. It was hyped as an exclusive, since only the green box could handle its amazing graphics and lighting. But hang on, here it is on PS2. And it's looking as good as ever. Don't look surprised.

So let's take a look at that world famous real-time lighting system we've all been hearing so much about. Aside from being aesthetically stunning in every way, this system marks something of a revolution in stealth game design and plays an integral role *Splinter Cell's* gameplay from start to finish. "Stealth games are all about moving between

shadowy 'safe-zones' to avoid enemies," Doat tells us. "So we thought it would be very cool if the player modify and create 'safe zones' through the dynamic manipulation and modification of real-time lighting. That's what our global lighting system does. We have changed the way lighting and shadows are traditionally computed in videogames."

So, not only is *Splinter Cell* an accessible stealth 'em up featuring an engaging protagonist with enough gadgets and moves to make James Bond jealous – but it also apparently manages to redefine the technical limitations of videogame lighting while it's at it. Could this be the best stealth game ever released on a Sony console? We don't know yet, but goddamn it's certainly shaping up that way. It's got charm, it's got style and it's got the right amount of hardcore stealth to keep the fanatics happy. It's got everything you could possibly want from a stealth game without the annoyances traditionally associated with the genre. Really, how could you not want to play this game?

Scene 002 Splinter Cell

Page: 04 / 28

Scene: 002 Shot: 001 Camera motion: Back travelling / low angle (90 degrees) Match action: Inside the air vent Location: Madison & Blaustein throw into the hole. Duration: 20 frames Focal: 40mm	Scene: 002 Shot: 002bis Continuous Camera motion: Back travelling continuation. Match action: Inside the air vent Location: They move away quickly toward down Duration: 3'15 Focal: 40mm	Scene: 002 Shot: 002 Camera motion: Static Match action: Frame entrance right and left Location: Inside the air vent Action: They move away quickly toward down Duration: 2'05 Focal: 32mm
Scene: 002 Shot: 003 Camera motion: Insert shot. Zoom before break. Match action: Blaustein pull on the rope and break. Location: Motion blur trail on the background. Duration: 20 frames Focal: 40mm	Scene: 002 Shot: 004bis Continuous Camera motion: Light forward travelling Match action: Frame entrance one after the other and break (light floating) Location: They turn over. Duration: 3'15 Focal: 70mm	Scene: 002 Shot: 004bis Continuous Camera motion: Light forward travelling Match action: Light forward travelling Location: They turn over. Duration: 2'05 Focal: 32mm

Scene 002 Splinter Cell

Page: 05 / 28

Scene: 002 Shot: 005bis Continuous Camera motion: Light and slow rotation (CCW) Match action: Head motion Location: Inside the air vent, near a grid Action: Madison is looking through the grid Duration: 3'10 Focal: 200mm	Scene: 002 Shot: 005 Camera motion: Light and slow rotation (CCW) Match action: Head motion Location: Inside the air vent, near a grid Action: Madison is looking through the grid Duration: 3'10 Focal: 200mm	Scene: 002 Shot: 005bis Continuous Camera motion: Light and slow rotation (CCW) Match action: Head motion Location: Inside the air vent, near a grid Action: Madison is looking through the grid Duration: 3'10 Focal: 200mm
Scene: 002 Shot: 006bis Continuous Camera motion: Light and slow rotation (CCW) Match action: Motion of the micro camera Location: ...and slip the micro camera through the grid. Duration: 3'10 Focal: 200mm	Scene: 002 Shot: 006 Camera motion: Light and slow rotation (CCW) Match action: going down and rotation towards us. Location: Computer room Action: Computer room of the hackers. Duration: 1' Focal: 200mm	Scene: 002 Shot: 007 Camera motion: Pan left/right - Fish eyes effect Match action: POV micro camera Location: Computer room of the hackers. Duration: 3' Focal: 32mm

Scene 003 Splinter Cell

Page: 17 / 28

Scene: 003 Shot: 006 Camera motion: Fixed on the rope Match action: Sam enter into the frame Location: Sam is looking at... Duration: 2' Focal: 30mm	Scene: 003 Shot: 007 Camera motion: Travelling up/down (we follow him) Match action: Look of Sam Location: Sam is looking at... Duration: 1'15 Focal: 50mm	Scene: 003 Shot: 008 Camera motion: POV (upside down) - Travelling down/up Match action: Look of Sam Location: a ball of jellyfishes. Duration: 2' Focal: 50mm
Scene: 003 Shot: 009 Camera motion: Static - Fixed to the rope Match action: Sam going out of the frame (left/right) Location: Sam continue going down. Duration: 1' Focal: 30mm	Scene: 003 Shot: 010 Camera motion: Static Match action: Entry into the frame (right/up) Location: Sam disappear into the darkness. Duration: 3' Focal: 50mm	Scene: 003 Shot: 011 Continuous Camera motion: Static Match action: Motion Location: Sam stops, it's almost completely dark. Duration: 1'15 Focal: 10mm

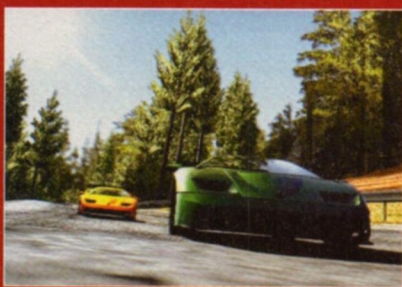
Scene 003 Splinter Cell

Page: 21 / 28

Scene: 003 Shot: 026bis Continuous Camera motion: Static Match action: Static Location: He gets breath back Duration: 20 frames Focal: 70mm	Scene: 003 Shot: 026 Camera motion: Static Match action: Static Location: He gets breath back Duration: 20 frames Focal: 70mm	Scene: 003 Shot: 026bis Continuous Camera motion: Static Match action: Static Location: He gets breath back Duration: 20 frames Focal: 70mm
Scene: 003 Shot: 027 Camera motion: Static Match action: POV Location: He gets breath back Duration: 2' Focal: 70mm	Scene: 003 Shot: 028 Camera motion: Static Match action: Static Location: He gets breath back Duration: 2' Focal: 300mm	Scene: 003 Shot: 029 Camera motion: Static Match action: Reverse angle Location: He gets breath back Duration: 2'15 Focal: 600mm

"YES, BUT HOW MANY MPGS DOES IT GET?"

ETA
MARCH
2003



YOUNGER FACES Older cars feature too, Lambo fans, never fear!



WELL YOU WOOD The scenery looks as pretty as the cars.



LAMBORGHINI

FEATURING A CERTAIN BRAND OF ITALIAN SUPERCARS. CAN YOU GUESS WHICH ONE?

TYPE DRIVING

DISTRIBUTOR ACTIVISION

GAME GLANCE

/ Entire Lambo range
/ Original tracks
/ Gaze upon its loveliness

ASK SOMEBODY TO NAME AN

Italian supercar maker and chances are they'll say Ferrari, then think of Formula 1, then fall asleep. Shout

"Lamborghini!" to wake them up. There's something about stupidly fast Italian cars that lifts any game they're in, so what could be better than a game full of them? Apparently the answer is "actually owning one," or more specifically "driving a Pistachio Green Miura SV through the Alps while dressed in a tux and accompanied by a beautiful, mysterious dark-haired woman in shades." But never mind. The game it is, then. Sigh.



FAR FROM THE FIELDS Lamborghini began by making tractors...

Perhaps unsurprisingly for a game called *Lamborghini*, *Lamborghini* features Lamborghinis. All of them. This includes the new Murciélago, that beautiful and almost subtle (compared to a Diablo) slice of thunder in the green. It's actually the company's first new car in eleven years, which seems amazing – though not as amazing as the way the car it's replacing, the mighty Diablo, still manages to look new. Compare the orange, bewinged effort above with almost anything else from 1991, car or not, and you can see the scale of Lamborghini's achievement. Hello Guru Josh! Hello clubbers with dummies! The Diablo might not be subtle in any of its various forms, but then the 1978 Countach isn't either, and neither look dated. You might also have seen the yellow Murciélago on Eminem's *Without Me* video, standing in for the Batmobile with no actual alterations... The game also includes such classics of yesteryear as the beautiful Miura mentioned above – think back to the opening sequence of *The Italian Job*, as the car winds its way up the mountain to some ridiculously laid back lounge music. That was a Miura. No, don't bulldoze it off a cliff! Noooooo! We're crying. Look, tears.

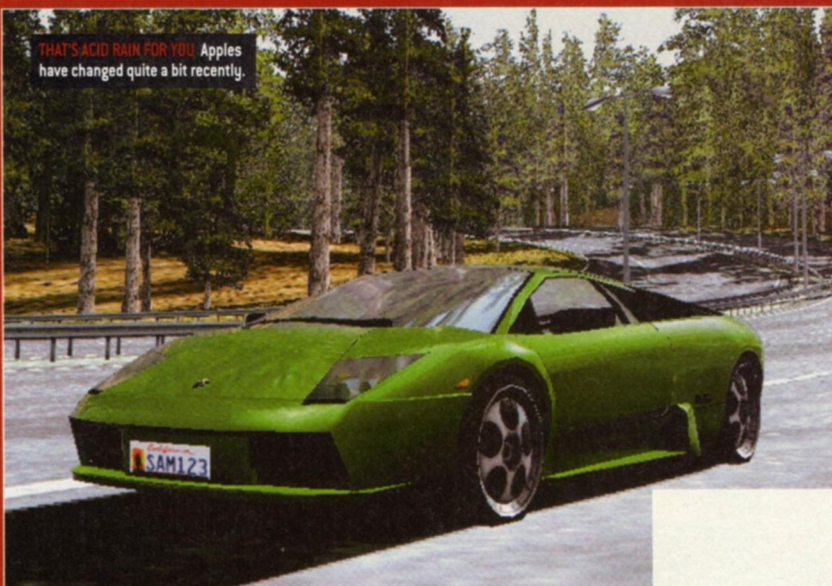
Of course, you need to be seriously loaded to

even think about running a Lambo, and the game's structure acknowledges this. You're tasked with joining the Lamborghini Millionaires Club, a bunch of lucky gits with a mile of money and parking rights all over it. Within this club you race for cash and "pink slips", which – fortunately – are vehicle ownership documents rather than fluffy pieces of negligence. No, nobody wants to see a slightly overweight rich white man called Tobias in a pink baby doll nightie (with the possible exception of the arresting officer). There are a series of leagues to compete in for new and classic Lambos, set in the kind of palm tree-lined, eternally-sunset cash paradises these people always seem to live in.

THIS IS NOT MY BEAUTIFUL CAR

Naturally the super-famous Countach and Diablo feature heavily, even though your new millionaire mates might find them a trifle passé, and Lamborghini buffs can delight in earlier, more collectible stuff such as the gorgeous, curvaceous and considerably pre-brutal-era 350 GT. The 400 GT which replaced it in '66 is equally lovely, and you'll soon be learning all about Jalpas, Urracos and Espadas. Once you see the Espada you'll realise why you've never heard of it and why all

THAT'S ACID RAIN FOR YOU Apples have changed quite a bit recently.



TRACK TORS There's Lambos in them thar fields.



RICH BUT DUMB Note the angle of the wheels...



CLASSIC Under the 80s body kit lies a timeless shape.

YOU AT THE BACK, PAY ATTENTION

IT'S HARD TO IMAGINE A WORLD WITHOUT BEAUTIFUL ITALIAN CARS, BUT IT HAPPENED

Ferruccio Lamborghini's first creation was... erm... a tractor. We're sure it was very fast and sleek. By 1959 he wanted to broaden his scope, so started building, well, air conditioning. Cool. Somehow though, all this just wasn't enough for Ferruccio. So he tried helicopters. D'oh! The government refused him a license, perhaps because 'copters with vertically hinged doors would be a liability, so at last he turned to cars. Phew. His supercars helped shape a time when exotics really were exotic – the Miura, for instance, was the world's first mid-engined V-12 road car, and did 175 mph. In 1966. On 1966 tyres. With 1966 brakes. Things were more exciting back then...



MIURA PERFECT LOVE There's nothing else quite like this car.



NO SMOKING Shouldn't he be driving off right about now?

those red-framed airbrush pictures were of Countaches. Still, nobody's perfect.

EARNING TO DRIVE

Entertainingly you bet large slabs of your not-earned money on all these exotic vehicles, rather than simply unlocking them, and it's even possible to use the cars themselves as a stake on a race.

This will have far more meaning in the various multiplayer modes, where you could easily end up losing your pride and joy to a soon-to-be-ex friend.

And the visuals? Pretty enough to do their subject matter justice with admirable detailing and those all-important shapes as finely honed as the real thing. Better still, you can mangle them to your hearts content, but you're playing with the big boys here and it's going to cost you big bucks. Damage must be repaired after a race, and maintaining a Lamborghini isn't cheap...

Lamborghini is already being tested as a



A SHINY CAR On a nice looking track! Will wonders never cease?

networked racer on another console, so once PS2 goes online (full story p11) we could be in for a treat. Although there's no news of our version being online (boo!), it does mean the inevitable bugs and problems will have been ironed out for any sequels that are (hooray!). Expect *Lamborghini* in March.

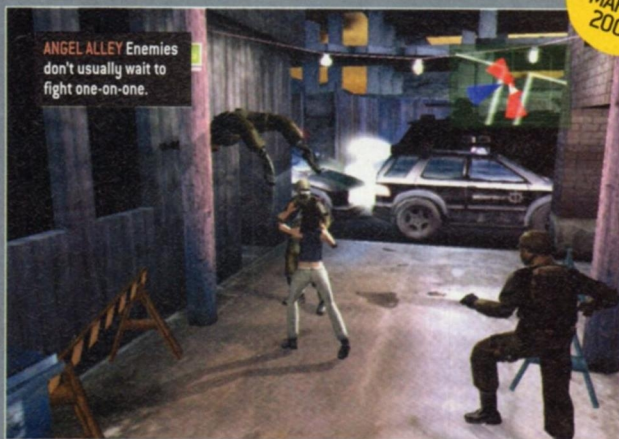
/ STEVEN WILLIAMS

FIRST OPINIONS

PSW

Obviously we're hoping for some serious speed from this game, and we like the cash-based approach – very realistic. We'd like to see a "more power than grip" approach to the handling, though. These cars are big, heavy and incredibly fast, and that's how they should feel. If developer Rage can capture such a feeling successfully, this will sparkle.

"HIT ME BABY ONE MORE TIME..."



ETA
MARCH
2003



TIME TO CRATE About 0.03 seconds, by our calculations.



BACKSTREET BRAWL There's definitely a theme happening here.

DARK ANGEL

THE TV SHOW GOT THE AXE; LET'S SEE HOW THIS LITTLE ANGEL FLIES

TYPE	ACTION
DISTRIBUTOR	VIVENDI
GAME GLANCE	
/Adaptation of sci-fi TV show /Action and stealth hybrid /Super human hand-to-hand	

"MAX IS A BEAUTIFUL, CHARISMATIC and powerful lead character who carried the TV show and carries this game," says Radical Entertainment's David Seymour. James Cameron's *Dark Angel* combined some cheap action-chick-with-attitude genre exploitation with some genuinely inventive and noir sci-fi; and while it might never have rivalled James Cameron's *Aliens* or *Terminator 2*, at brief moments it wasn't all that far off.

Like the TV show, the game follows the exploits of the genetic-cocktail-of-fighting-fury wrapped in the angelic little package, Max. These exploits being followed tend to involve Max trying to unravel her past, finding her siblings and staying off the alien autopsy table all the while wishing for a "normal" life. If this doesn't sound so good, it's because you're not picturing the whole attractive young cast dressed in leather. Anyhow...

SEATTLE NIGHTS

Dark Angel, the game, unfolds through

mission-based gameplay linked by cut-scenes and steered by cyber-journalist Logan Cale (for Logan think of a hunky cross between Professor X and Lois Lane). "Max is on a quest to find out about her past, and to discover if she has any family left from her unusual and disturbing childhood," says Seymour. "With this goal, she tracks down the scientists, military personnel and ultimately the person responsible for her past." Usually this involves putting the hurt on people who know something or digging through files where she's really not allowed to be.

These investigations will take our Max through six distinct zones in the *Dark Angel* world, like the familiar mean streets of Seattle... including the market place and Original Cindy's crib. When things warm up Max will be plunged into bio-research labs, military facilities, a ship yard and a secret military train just to give you a taste of the locations that our dark angel will visit in the game's 25 single-player missions.

GENETICALLY ALTERED BIFFO

Obviously, since Max is trespassing on some very sinister people's property she is going to run into some very sinister resistance. Max takes on hosts of armed troops dazzling them with her cute looks and sonic speed — just like in the TV series. "To balance fighting gameplay between our unarmed hero and an army of soldiers, we focused on Max's genetically enhanced abilities," says Seymour. By hitting various sequences of the punch and kick button, Max can launch into a wide range of impressive hand-to-hand combinations. Max can run up walls and back flip off them to get in position for her next attack as well as launching acrobatic flying attacks. Being near walls actually adds new moves to the combinations of our acrobatic heroine.

Being genetically enhanced wouldn't be much fun if you didn't get to show off from time to time. Max can grab enemy soldiers and use them like a bowling ball against their comrades. If they really piss her off (watch the Rage metre) Max can unleash a blindingly explosive move that throws back all the foes around her, impressively clearing house. To simulate her blinding speed Max also has a Speedburst power.

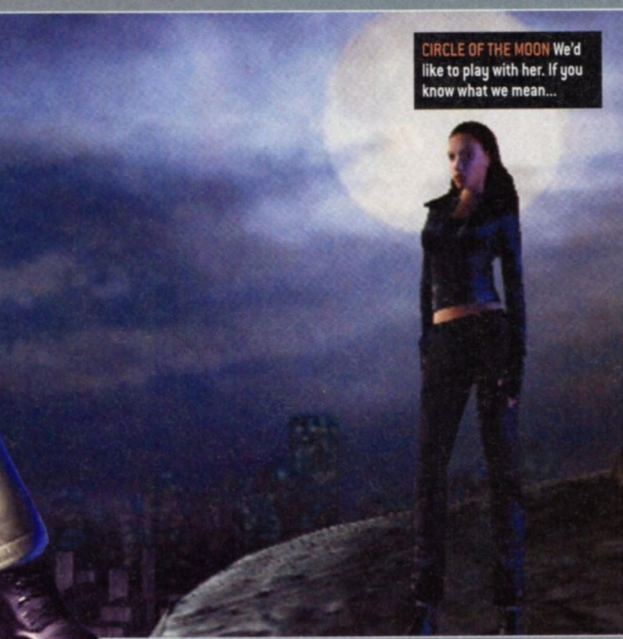
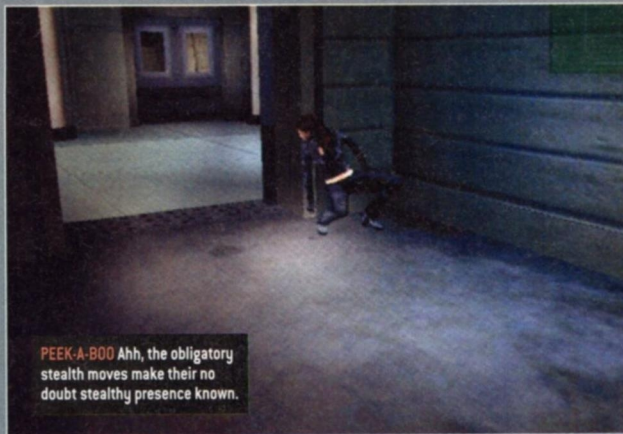
PSW PROPHECY

BEST BECAUSE

- ▲ Jessica Alba
- ▲ Explosive fighting combos

WORST BECAUSE

- ▼ Potential for very lame plots
- ▼ TV show cancelled



When charged, Max can burst through enemy fire like the Flash and end with a big clothesline or sliding kick. This can be chained into the middle of her combos so she never has to break her stride.

Max also has a defensive application of her pumped reflexes. When she side or back flips out of combat the game world goes into slow motion to simulate Max's super human reaction time. This gives players valuable moments to plan their next move as they soar out of the line of fire of several guys with automatic weapons.

ANGEL OF HARLEM

In fighting the good fight Max will come across your more run-of-mill sector police, more dangerous military police, extremely dangerous special operatives, Red and Black series super soldiers and the super-charged mega bosses (who are more super-powered beast than man) all



OH THE PAIN Extra damage is dealt for hitting vital areas.

looking to trash her good looks.

Even for a gal like Max, odds like this mean you don't want to tackle every fight head on. Seymour explains that "stealth is Max's trump card; it's the only way that a single, unarmed warrior can defeat a huge military organization bent on capturing and destroying her". With this in mind Radical have given players a lot of options to keep them unseen, beyond stylish black outfits – which the lead character changes between regularly. Max can sneak along walls, hang from ceilings, walk silently, roll along the ground to stay behind cover as well as decoying enemies out of position. If she takes them by surprise she can take them out with a neck-crunching move that would do Solid Snake proud. "Max has the advantage of stealth; many of the game's toughest challenges can be surpassed by waiting, watching and then striking from behind," Seymour explains.

SILVER SCREEN TOUCHES

To add that authentic touch Radical accosted the writers of the TV show, snooped around the set and props department as well as getting Jessica Alba (Max) and Micheal Weatherly (Logan) to contribute their faces and voices to the cause. *Dark Angel* is looking good. The graphics seem to capture the offbeat sci-fi noir feel of the TV show and the fighting controls seem to have nailed the faster-than-the-eye and deceptive strength of Max with finesse. If the missions can approach the writing of the series at it's best then *Dark Angel* could be a real sleeper hit.

/TIMOTHY C. BEST

SUPER HEROINES OF TV!

OUR FAVOURITE ALL-ACTION ADVENTURE BABES. HOW DO THEY MATCH UP?



DARK ANGEL'S MAX

Attitude: Constant, she's street smart and lives with a lesbian.

Super powers: Super strength, speed and vision.

Super Pout.

Verdict: Sometimes tries too hard but usually does her do with style.

Score: 8



ANGEL'S CORDELIA

Attitude: Used to be a self-confessed cheerleader bitch. Gone soft.

Super powers: Can hover; can act as a night-light.

Verdict: Got so sickeningly good she dispersed in a puff of niceness.

Score: 6



TOUCHED BY AN ANGEL'S MONICA

Attitude: Makes Martha Stewart look like a cool dude.

Super powers: Makes viewers want to gouge out own eyes.

Verdict: Where's a Manticore dissection squad when you need them?

Score: -3



SHEENA'S... ER... SHEENA

Attitude: The fury of nature.

Super powers: Can turn into animals without messing her hair.

Verdict: The show's so bad the readings are inclusive

Score: 7



ALIEN'S RIPLEY

Attitude: Off the scale once pissed off.

Super powers: Eventually acid blood, super strength.

Verdict: Not really admissible since she's not a TV heroine, but she was so cool we don't give a damn.

Score: 10

"GETTING DOWN WITH THE DEMONS"

DEMONOLOGY 101 This guy must be bad. He has a beard and horns.



ETA
FEBRUARY
2003



WE'RE NOT IN KANSAS ANY MORE "We were never in Kansas. I'm English actually."

LIGHTNING REFLEXES How Jen reacts when her boyfriend comes home late.



PRIMAL

THIS IS THE KIND OF FEMALE CHARACTER MOST MEN CAN RELATE TO.

TYPE ACTION/ADVENTURE
DISTRIBUTOR SONY

GAME GLANCE
/Dark Supernatural thriller
/Two character team
/Jen has multiple demon forms
/Logic puzzles
/Five distinct worlds

PRIMAL FORCES ARE ONES THAT DATE back to the beginning; they are the fundamental forces that drive a world or a person. Unfortunately for

Jennifer Tate, both types of Primal forces seemed to have picked her out for a spanking.

Being an orphan with a rough past Jen has developed an attitude: she's tough, self-reliant, angry and has that cool outsider/freak vibe going on (tattoos, piercings, army boots... you know). She'd just hooked up with her soul mate Lewis, an intense, but remote, lead singer in a band who also happens to be an orphan. Together, Jen's learning to trust and Lewis is picking himself up, dusting himself off and actually following his dreams of being a musician... all that good Oprah stuff.

That's until a demon turns up, hospitalises Jen and abducts Lewis. Major bummer. Our hero sets off on a journey into demon-inhabited worlds on a desperate search to save her soul mate from a fate worst than manufactured pop... and restore the balance between niceness and nastiness in the process.

KEEPING IT REAL

We talked to *Primal* Creative Director Chris Sorrel about the collision of these huge primal forces with poor Jen's personal life.

"I think it's all about having strong central characters that you can care about and empathise with," he says. It's clear Cambridge Studios is trying to do more than just heap on action. They've done that with *MediEvil* and *C12*. This time they're going

the whole hog to create a textured world, characters and storyline.

"We wanted to tell a rather more rounded story than is usual in games," Sorrel adds. The game follows Jen's journey into the supernatural world from a grounded starting perspective, starting from the shock of everything she believed being turned upside-down (courtesy of the demon attack) and then relying on her survivor attitude and desperate determination to carry her beyond Mortalis.

SCREE SPREE

About now, we really should mention Scree. Scree is Jen's gentle guide to these supernatural worlds, and a gargoyle by profession. One of the central elements of *Primal* is that players have two

characters they can freely switch between to tackle any situation the game throws at them. Jen is the combat character and Scree is more the puzzle solver. He can camouflage himself against stonework, climb any brickwork (making him more mobile than Jen) and he can also possess certain statues, opening a host of new options.

The game is evenly split between combat and exploration/puzzle solving. Sorrel assures us that there won't be any of the classic green-key-for-green-door puzzles and that they are trying to spin the brainwork out of the logic of each world. There's no jumping puzzles, either. When you're a supernatural agent of Law you don't do anything as lame as messing up jumping; not to mention that falling off a ledge in your excitement after successfully getting medieval on a half-dozen demon guards is kinda a let down.



DEMONOLOGY 102 He's bad, too. Just look at that skin!



SHE'S NOT A GOTCH She just doesn't see much sun. Agoraphobia?



PHOTO TIME "Now Scree, try not to blink this time, okay."



IT AIN'T EASY Not being green, but kicking someone's head like that.



TRI-DENTING HIM WITH THAT Oh boy, these puns aren't improving.

TRIP INTO OBLIVION

Oblivion is the collective name for the demon worlds Jen's soul travels to via the doors in the hospital (via the dimensional hub, Nexus). Sorrel says the consistency of the worlds is one of things of which he's most proud. Solum is a bleak night-realm of forests and ruined Romanesque architecture where the Fenris roam. Aquis is like a Paulie Shore movie... all wet. All should be peaceful in these Law-aligned realms but chaos has spread quickly and the aging Fenris King is disastrously bucking the natural order and the aquatic world of Aquis has been poisoned, transforming peaceful denizens into slimy horrors. Aetha is the darkly gothic land of the sinister Wraiths and Volca is the magma world of running stone and the genie-like Djinn. Here, Oblivion is anything but a trip into nothingness.



INTER-DIMENSIONAL GATES They really suck, don't they?

PSW PROPHECY

BEST BECAUSE

- ▲ Beautiful gothic visuals
- ▲ Dedicated 3D fighter-style combat

WORST BECAUSE

- ▼ Could try too hard to be gothic cool
- ▼ Jen gets ugly real quickly

A TIME FOR ACTION

Even without ledges to fall down, it's a dangerous world out there. There be demons out there... and an attractive lass like Jen is going to have to fend off unwanted advances from time to time. Sorrel says that the team were aiming for the feel of a dedicated fighting game and then some: "We drew inspiration from the big-name beat-em-ups, especially *Soul Calibur*, within our full-freedom action adventure engine."

The system that evolved includes combos, blocks, parries, counter-attacks, finishing moves, and also a lock-on system that lets Jen rumble multiple enemies at once, switching smoothly between them. "The combo system is very freeform," adds Sorrel, "you can string together moves as you see fit – and is the key to utilising Jen's most powerful attacks."

The freeform nature extends to moving in and out of combat and then there's the demon forms as well as Jen's knife-wielding human form. The demon forms work this way: whenever Jen visits a new realm she takes on the aspects of the demons that live there and she can morph between forms

at will to leverage their strengths.

Each form Jen has different weapons and attacks. For example, the beast-like Ferai have claws and great strength and so does Jen in that form; in the aquatic form there's energy tentacles and water breathing; as a Wraith hybrid she uses a whip and main gauche (as well as time-shift powers to dodge attacks and sneak past guards) and the fiery Djinn-Jen uses twin flaming swords. Jen didn't need this crap in her life and she's going to make the supernatural big-bad pay.

SOMETHING WICKED

There seems to be a supernatural power at work on *Primal*: quality. The graphics are stunning and the world uses dynamic loading technology so you can seamlessly explore the world, even when you are

stepping through the Rift Gates that take you to a new one. Animation blending, multi-texturing and, of course Jen's morphing, as well as streaming CD-quality speech and music are just some of the wizardry that Cambridge have infused into this beauty. Other little touches like having the electrical/industrial band 16-Volt handle the soundtrack and actors Andreas Katsulas (*Babylon 5*'s G'Kar) and Hudson Leick (*Xena*'s Callisto) for Jen and Scree all whisper the "O" word.

The mood is something impressively between Joss Whedon's *Angel* and something Tim Burton would dream up with production values to match. If the missions match the gothic tone then Jen is going to give Lara an army boot up the backside.

/TIMOTHY C. BEST



SIMON SAYS "But you started to say right arm! That's cheating!"

新喜迎迎生迎天西 帖行 由西 喜天圣 谊

REBIRTH OF THE ASSASSIN

FORGET SECRET AGENTS, NINJAS ARE WHERE IT'S AT. WHICH IS WHY WE'RE JUST AS EXCITED ABOUT TENCHU: WRATH OF HEAVEN AS WE ARE EITHER OF THE OTHER BIG STEALTH GAMES THIS ISSUE.

WORDS: DANIEL STAINES

復



由生喜友时圆圣由月生

NINJAS - IS THERE ANYTHING THEY CAN'T DO?

Stealthy warriors of the night, this ancient caste of Japanese assassin/spies is renowned the world over for its ability to kick the arse of quite literally anything that has ever existed in the whole history of the entire universe. Theoretically speaking, a well-trained ninja could kill you, your immediate family and the entire cast of *Everybody Loves Raymond* within the space of three and a half seconds using only a rubber band and a butter knife. And we're not talking the kind of super sharp, shoe cutting butter knife advertised on late night television by gangs of perpetually amazed Americans - oh no. We're talking, like, your average everyday kitchen utensil here. That's just how absolutely unstoppable ninjas are. Ninjas, as those net savvy kids might say, Ownz0r j00.

But even ninjas, with their vast repertoire of godlike powers, could not help *Tenchu: Birth of the Stealth Assassins*. Released in late 2000, this PlayStation prequel to the original *Tenchu* starred dozens of quality

ninjas and yet still failed to be regarded as anything other than utterly mediocre. A sloppy camera, unnecessarily tricky controls and an insanely high difficulty level conspired together what should have been - on paper at least - a truly excellent follow-up to one of the PSone's most popular titles. To be quite honest with you, most of us thought that the *Tenchu* franchise simply wouldn't resurface after such a devastating blow to its credibility. We were, it seems, quite wrong.

Enter *Tenchu: Wrath of Heaven* and its producer, Tad Horrie. According to Tad, *Wrath of Heaven* takes place one year after the events in the original *Tenchu* and will sport a much-improved version of the polished stealth mechanics that made that game the toast of PSone enthusiasts everywhere. "Our primary goal for *Tenchu: Wrath of Heaven* is to give players a true ninja experience," he explains. "We will be offering the player an authentic ninja experience that no other game will offer. You are the ninja."

We are the ninja. That sounds pretty enticing, but we all know that talk like that

先



新喜迎迎生迎天西 帖行 由西 喜天圣 谊

万



TOP KNOT This appears to be some kind of mini-game involving barbers.

TENCHU 3 Wrath of Heaven

佛



友



LIONEL NINJA Oh what a feeling, when you're dancing on the ceiling.



时友喜生由行

is nothing more than back-of-the-box marketing guff. What we want to know is how Tad and his team at K2 plan to practically improve Tenchu's damaged honour and reputation. What kind of new enhancements can we expect outside of the mandatory visual improvements that come with new hardware? How will the niggling issues of the previous games be addressed? Will we be able to move the



BLIND FIGHTING "Hey, monk, quit hiding and me a real man!"

东



夏先小和市

camera without uttering long strings of expletives this time around? Happily, Tad has answers to all of these questions and – even better – they're all very positive. In particular, he is quite quick to quash any suggestion that the camera and interface problems of the previous Tenchu titles will make an unwelcome return in this latest iteration of the



圣天生光夫更国宴 生夏德行时迎天德行时和时协

新



HOLD YOUR BREATH Would his Mum catch him sneaking out of his room?

夏先小和市

圆

franchise: "To remedy the camera problems [of the previous games], we have added a new 'Lock On/Autoface' button. Pressing this button will automatically lock you on to the closest enemy and keep him on screen, thus solving the problem of bad guys hacking you from off screen."

Ah, excellent – and the control interface? "Well, let's just say the controls feel a lot more natural and instantaneous," he says confidently. "We have changed the interface from 'Screen Relative' to 'Player Relative', meaning that you no longer have to turn



在



NINJA FAIRIES If you build it he will come... AND KICK YOUR ASS!

愉

小行东的海光复更福复

your character in a given direction and then press forward to go in that direction. If you want to go left or right, then you simply press left or right. It's much easier."

As well as fixing outstanding problems like these, *Wrath of Heaven* also adds quite a few new features for budding stealth assassins to experiment with. Chief among these is the excitingly titled 'Kanji Gauge', which rests at the bottom of the screen and fills up depending on how one goes about the business of killing enemies. Once it reaches its peak, players will earn new stealth abilities to use against unsuspecting foes and – if so inclined – innocent bystanders.

"What is cool is that you can be really creative with the new abilities," says Tad. "For example, one of the new stealth

abilities is the ability to 'pretend to kill yourself' by feigning a Seppuku [ritual suicide] in front of enemies. When the guards see you and run over to check out your dead body [as you do], you can jump up and kill them with one well-aimed slash. A lot of the fun to be had in *Wrath of Heaven* comes in fooling and outsmarting guards with cool abilities like this."

But just how easy will it be to outsmart said guards? One of the key problems with the previous *Tenchu* titles – and stealth games in general – is the fact that the AI of enemy soldiers is generally quite stupid and easily exploitable once one has cottoned on to their individual foibles. This not only shatters the suspension of disbelief necessary for an engaging game, but also ensures repetition as



IMPISH DELIGHTS Boys, I can't take you seriously dressed like that...

谊天圣喜谊由西 行帖 由西天 生迎迎生迎迎喜新

A MULTIPLAYER STEALTH GAME? EGAD!

COMPETE OR CO-OPERATE, THESE NINJAS NO LONGER WORK ALONE

On top of the rather extensive solo campaign, *Wrath of Heaven* also features a multiplayer component comprising of a versus mode and – yes! – a co-op mode. The co-op mode, apparently, will consist of specially constructed side-missions wherein two players must work together to pull off spectacular stealth kills and complete a set of given objectives. On the other hand, the versus mode is a straightforward slugfest wherein you and a friend can beat seven shades of shuriken out of each other using a selection of sixteen characters and their associated weaponry. According to what we've heard, unlockable characters, arenas and other assorted multiplayer goodies will become available via progression in the single player game as well. Neat.

夏先小和市

the same canned tactics employed in almost every possible circumstance. Tad and the boys at K2 know this all too well, and that is precisely why they have gone to great pains to ensure that the AI in *Wrath of Heaven* will be as good as it gets.

"Yes, enemies will be much smarter in



西



小行东的海光复更福复

Wrath of Heaven," Tad reveals. "Guards will employ a wide range of offensive and defensive combat tactics. For instance, they will always attempt to stay out of your weapon's range while simultaneously remaining close enough to hit you with theirs. They are also a lot more persistent in chasing you and will actually climb up rooftops to pursue you, if need be."

Of course, with all these super-genius guards romping about, it's no surprise that *Wrath of Heaven* features a wide variety of neat ninja toys with which to confound and confuse foes of all shapes and sizes. Aside from the standard accessories such as smoke bombs and shuriken stars, players will have access to swanky stuff like remote-detonation sticky bombs and – wait for it – fireworks!

"I like to use the fireworks item because it makes all of the guards look up while I sneak around," Tad says in a voice that

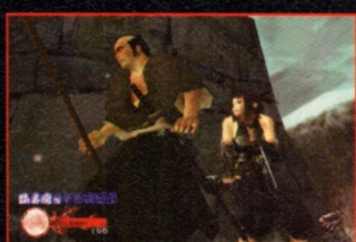
makes us think he's mocking the mentally handicapped (although we're sure he's not). "This is just one of the many things you can do with your ninja equipment. We wanted players to be able to choose their own style as a ninja. They can be as sneaky as they want and creative in regard to how they accomplish the missions given to them. Choose how to kill, who to kill and when to kill them. Choose to be creative with the items and new abilities. Choose your own style as a ninja."

This kind of creative freedom, noticeably absent from previous *Tenchu* games, is precisely what memorably gaming experiences are made of and will be pivotal in helping Tad and his troops at K2 make *Wrath of Heaven* the best ninja sim ever released. We don't mind telling you that we've got high hopes for this game – very high hopes, indeed. After all, the power of the ninja is almost unstoppable, so who are we to resist?

CLOSE SHAVE This appears to be the shaving part of the mini-game.

TENCHU 3 Wrath of Heaven

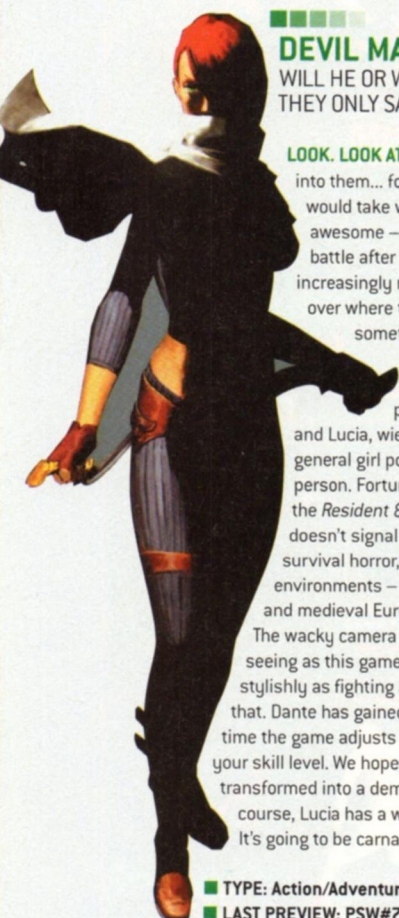
玉



圣天生光夫更国宴 生夏德行时迎天德行时和时协

PREVIEW UPDATE

WE'VE PREVIEWED THEM ALREADY, BUT THEY'RE STILL NOT FINISHED. HERE'S A QUICK UPDATE.



DEVIL MAY CRY 2

WILL HE OR WON'T HE? CRY THAT IS. THEY ONLY SAY HE "MAY".

LOOK. LOOK AT THESE NEW SCREENS. STARE

into them... for this game not to be brilliant would take witchcraft. The first game was awesome – one furious, mutating boss battle after another, each one becoming increasingly more enraged. The sequel takes over where that left off. It's twice as big, something the plethora of outdoor levels only seems to enhance, and there are now two playable characters – Dante and Lucia, wielder of twin scimitars and general girl power (makes victory sign) type person. Fortunately this added parallel with the *Resident Evil* games that spawned it doesn't signal any larger step back towards survival horror, and those beautiful environments – including a gothic metropolis and medieval European town – remain fully 3D. The wacky camera angles remain, however, but seeing as this game's as much about fighting stylishly as fighting at all, we won't complain about that. Dante has gained skills and weapons, and this time the game adjusts the difficulty accordingly with your skill level. We hope. Dante's abilities once transformed into a demon have also increased, and of course, Lucia has a whole new move set of her own. It's going to be carnage. But beautiful.

■ TYPE: Action/Adventure ■ DISTRIBUTOR: THQ
■ LAST PREVIEW: PSW#7 ■ ETA: March



BONJOUR The ancient European streets look spooky.



THE FORCE We reckon Dante could take Vader and the Emperor.



DEMON SKIES Dante becomes a high flying demon and chief executioner.



WIND OF CHANGE Batman wouldn't stand a chance against demon Dante.



SHAPE SHIFTER The transformation from Dante to demon looks incredibly painful.



FLASH! AHHHH! This will definitely make him cry.



STREET FIGHTER Dante's massive combos are back.

INDIANA JONES AND THE EMPEROR'S TOMB

WHERE IS INDY? AT LEAST THE PS2 CAN STILL KICK NAZI BUTT.

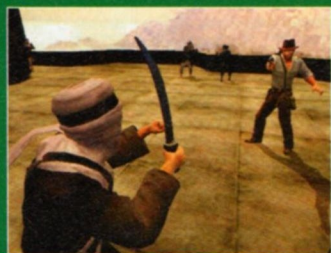
GLOBE-TROTTING, POWER-CRAZED NAZIS, bouts of fisticuffs, ancient artefacts, feisty women and a dusty old hat; *Indiana Jones and the Emperor's Tomb* has got the lot. It wasn't always this way. Indy made his gaming debut on the PC ten years ago in one of the best graphic adventures ever made, back when puzzles were the gaming norm and action was left to the movies.

Thankfully LucasArts has realised smacking a Nazi in the gob is as much a part of Indiana Jones as digging up a three hundred year old urn. That's why *The Emperor's Tomb* combines exploration and violence in equal measure.

Along with his faithful whip (which also serves as a very helpful means of traversing each area) Indy will have access to shotguns, machine guns, knives and anything he finds lying around - from chairs to shovels - with which he can take on Albrecht Von Beck and his Nazi goons. His female distraction is Mei Ying, assistant of Marshal Kai who's commissioned Indy to find the heart of the dragon. Corny dialogue is expected.

Quite how this shapes up to *Tomb Raider* is anyone's guess. Lara has been suspiciously quiet recently (which isn't a good sign). Could it be that Indy ends up giving her a whipping?

■ **TYPE:** Action Adventure
■ **DISTRIBUTOR:** Electronic Arts
■ **LAST PREVIEW:** N/A
■ **ETA:** February



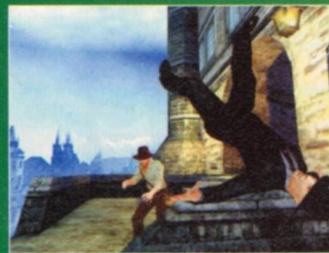
OH, DR JONES! That infamous gun vs knife scene.



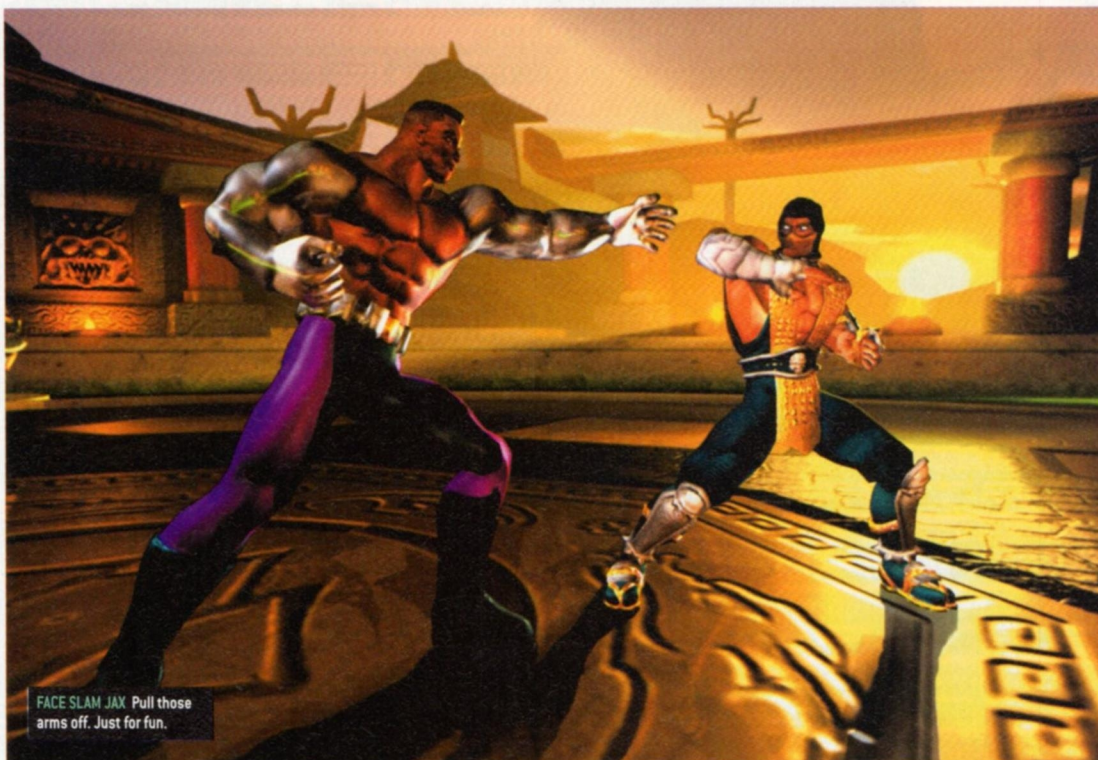
CROCODILE HUNTER Even reptiles are your enemy.



WHERE'S LARA? Not all archaeologists have breasts.



VIDEO NAZI Use anything you find to take them on.



FACE SLAM JAX Pull those arms off. Just for fun.

MORTAL KOMBAT: DEADLY ALLIANCE

FORGET VICE CITY, THE KING OF CONTROVERSY RETURNS.

SO, WHAT'S CHANGED SINCE THE LAST TIME

we were yanking spines from torsos, ripping organs through rib cages and smearing the entrails all over the floor? Well, as you've probably already guessed, the fatalities are back. It wouldn't be *Mortal Kombat* without the opportunity to totally humiliate your rival by tearing them limb from limb in their stunned, defeated state. The babalities and anomalies haven't made the grade however, which is no bad thing, as it was all getting a bit diluted and trivialised.

MK: Deadly Alliance has a back to basics feel that contrasts with the radical step into the world of true 3D pummelling. Magic spells, teleports, projectiles and the run ability introduced in *MK3* have all been ditched as *MK* goes back to its roots for a pure fighting game to rival *VF4* and *Tekken 4*.

In a similar fashion to *VF4*'s fighting moves, *MK:DA* gives you the opportunity to alter your stance mid-fight and even mid-combo so that you can change your fighting discipline and even use weapons to batter your foe into submission. And then you've got the new arenas that utilise the switch to 3D by presenting radically different situations depending on where you find yourself. Corners can be used to trap your opponents and weapons can be found lying around in certain arenas. Should be something special, and sounds like a bloody good laugh to us.

■ **TYPE:** Fighting ■ **DISTRIBUTOR:** Acclaim
■ **LAST PREVIEW:** PSW#7 ■ **ETA:** February



OLD SKOOL KOMBAT Brought out of retirement yet again.



THIS MORTAL COIL As well as other vicious moves...



SKELETON STAFF He's got no body to fight with...



PSW GOES UNDERCOVER

WHAT IS METAL GEAR SOLID 2: SUBSTANCE? IS IT NEW? IS IT OLD? WHAT DO YOU DO? IS RAIDEN STILL IN IT? AND MORE IMPORTANTLY, CAN YOU STILL MESS ABOUT IN A CARDBOARD BOX? FIND OUT HERE.

WORDS / GARY CUTLACK

Crikey, where to start? How about if we tell you what Metal Gear Solid 2: Substance isn't first of all? It is not a skanky collection of off-cuts, leftovers and out-takes, that's for sure. We thought it was, but it isn't. Learn from our mistakes. You may also – as we once were – be working under the impression that *Substance* is just a few separate new missions based on the *Metal Gear* theme. It is not that either.

What you're getting here for your money, sir, is some 300-odd all-new missions, starring Snake and his less popular friend Raiden, as they take on a massive and ever-changing selection of new challenges. And get this, there's not much story to any of it. The most "codec" talking you'll see is when starting up the Snake's Tales missions, and even then it's kept short, to the point, and acts

merely to set you off on your way. *Substance* is proof that those who make videogames do on occasion listen to what the public want. Apart from our own personal request to include Kylie as a playable character, which they seem to have completely ignored.

THE BEST THINGS COME IN BIG PACKAGES

Substance will also contain the entire original *Metal Gear Solid 2*, presented as the creator intended (ie, completely unchanged), making that first PS2 game we waited for for years obsolete in a flash. When starting the thing you're presented with the option to start a new game – which means *MGS2* – or to enter the VR Missions, the Snake Tales mini stories or to access the Alternative Mission section, all of which represent



BLONDIE Everyone's second-favourite MGS2 agent is back!



ELIMINATE ALL They all need to be killed and you've got a minute and twenty seconds to do it in. See how it's so easy to explain now?



PAINT BALL Stealth is paramount in the bomb disposal levels.



ACTUAL VIRTUAL REALITY And no one need get hurt.



DIFFUSE SITUATION Coolant neutralises bombs. World saved.



THEM, NOT YOU An elimination mission. Don't get eliminated.



VR MISSION 86: Shoot the invisible aliens with the spud gun.



SWORD POINT You need eyes in the side of your head to be a terrorist nowadays. Brian there is just about to die. Say bye to Brian, kids.

yet more collections of mini challenges.

There's also a separate "Special" menu, which houses all of your bonuses – move training and information, difficulty settings, photo albums and the Dog Tag collection progress, making *Substance* feel like a massive new experience rather than just a few extra missions and bonuses.

But it's not all new. The only *Substance*-specific locations are found in the VR Missions bits, and they hardly count as new seeing as they're all presented in that *Tron*-like virtual reality look of the 1980s. Snake's Tales and the Alternative Missions both use existing locations from the original game, as does the original game, which uses all of the locations from the original game in

the same way as the original game, seeing as it is the original game. Understand? It's not really that complicated you know.

By way of explaining what *Substance* is about and what it's like to play, we shall now begin talking you through our "hands on" play experience, taking you through the various missions and letting you know what is required. And seeing as we've just mentioned it right there, let's start with the Alternative Missions.

ALTERNATIVE MISSION 1: BOMB DISPOSAL

These alternative missions take place in existing levels from *Metal Gear Solid 2* – the bizarre coloured look is saved for the VR challenges. The first Bomb Disposal test gives you seven minutes to locate and defuse three bombs, by avoiding capture and firing coolant spray at the devices to neutralise them. You're playing in proper *Metal Gear* play conditions here, with the level packed with guards, you have a life bar to protect and all

of the usual stealth or weapon based attack options at your disposal. And the story? There is none! Woo! There are five separate Bomb Disposal missions to take on.

ALTERNATIVE MISSION 2: ELIMINATION MODE

If Sega made *Metal Gear*, put it in an amusement arcade and charged a quid a go, this would be the result. This is arcade *Metal Gear*, a challenge to simply kill, maim, destroy or peacefully subdue an entire level full of enemies. The first mission requires you to kill six guards – ammo is limited.

ALTERNATIVE MISSION 3: HOLD UP MODE

A much more stealthy and demanding mission than the above, Hold Up Mode requires you to remain undetected throughout the sortie, sneaking up behind guards and making them surrender. This is difficult enough for the experienced *Metal Gear* player – for a beginner it'll



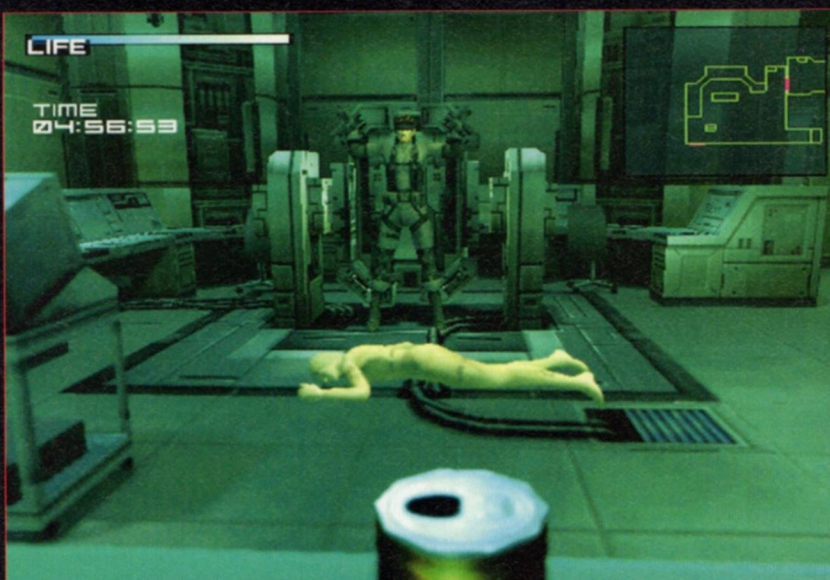
CAUTION IS FOR KIDS Stuff caution. Get in there and 'AVE IT!



ROUND THE BEND That balacava had better be bulletproof.



GO DANCING What on Earth is he wearing? And they wonder why everyone hates Raiden. He looks like a ballet dancer, not an agent.



CAN YOU SEE HIS WINKY? Kill him, strip him, leave him for dead. That's not his winky, by the way, it's a bit of pipe on the floor. We think.

take an absolute age.

THE VR MISSIONS

And it's on to the big new addition, the place where you spend the most time in *Substance*. Entering the VR Missions menu requires you to first pick your name, enter your date of birth, tell it your blood type then pick either Snake or Raiden and get the hell on with it. The VR Missions themselves are broken down into three sections – Sneaking, Weapons and First Person – each containing yet another sub-group of between three and ten intriguing challenges.

After each mission is completed you're given a score, one which takes into account your speed and compassionately gives you a bonus for getting through without killing anyone. You're allowed an infinite number of continues to keep retrying, with the game challenging you to reach certain scoring targets to unlock bonus secrets. Your completion percentage for Snake and Raiden is recorded, and you'll need to be the ultimate agent to get it anywhere near the legendary 100 percent mark.

The first VR Missions are very short and easy, leaving you with a feeling that you'll have the whole thing completed in an hour or so – a feeling which soon disappears upon encountering some

of the tougher challenges and spending an hour of hell trying to sneak through one air conditioning vent undetected. There are around 200 individual missions, challenges and tasks in the VR Mission sub section – please allow us to talk you through the first 27 of them.

VR MISSION ONE: SNEAKING

The VR Missions are broken down into many categories, each testing you and your control of your operative in different ways. The Sneaking bits require you to remain undetected, reaching goal points in the level without being seen by a guard. Mission 1 gives you two minutes, a tiny room with one main corridor and one guard. Here your main task is to look at the radar then pop up to the big blue goal beacon when he's not looking. If you don't do this on your first go then there's no hope for ya.

VR MISSION TWO: SNEAKING

Now you're thrown into a bigger room with more guards in. This time the guards are walking about in fixed patters, so the challenge here is to use the radar to move, hide, then move again as the seemingly blinkered guards fail to notice you standing in the cubby hole to their left. Easy, but then we're still on the second mission.



NO MR PLISKIN, I EXPECT YOU TO DIE James Bond isn't the only man that dresses up to kill people. That DJ is going to require a clean.

Confusion: Cleared up!

YOUR CONVENIENT BLUFFER'S GUIDE TO EVERYTHING THAT IS FACT ABOUT MGS2: SUBSTANCE

What new stuff is in Substance?
Over 300 new missions, new stories, new characters.

What old stuff is there?
The entire original MGS2: Sons of Liberty.

Who do you play as?
There are five playable characters – Snake and Raiden are selectable in all of the VR missions, but there are others in there too...

Skateboarding: Yes or No?
Yes.

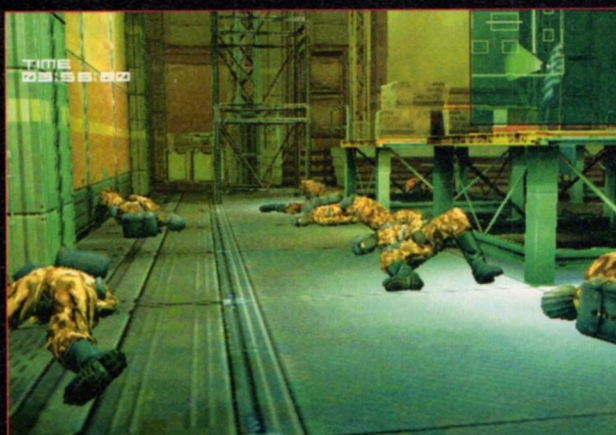
The cardboard box?
Yes.

What's the story?
The original game is untouched, the VR Missions have no stories, the five Snake Tales are all-new takes on the espionage thriller angle. Don't worry, the story bits are small.

Worth getting if you own SoL?
Absolutely. Although we probably shouldn't really say that until the review comes out. So make that a noncommittal 'maybe'.



THE SKATEBOARDING BIT Exclusive! Solid Snake's Extreme Helipad Boarding 2003.



GET DOWN Mission 74: Lie down and have a nice rest.



EVERYBODY DIES The aftermath of an explosion... or a party.

Developers Infiltrated

THE SUBSTANCE TEAM TELL US HOW IT IS, WHAT'S UP AND WHAT'S GOING DOWN IN THE WORLD OF SOLID SNAKE.



MR KOJIMA Solid Snake's dad.

What's new about *Metal Gear Solid 2: Substance*? What makes it an essential purchase?

The addition of 200+ VR stages, 100+ Alternative Missions stages where you are given missions utilising the tanker and Big Shell, and 5 Snake Tales episodes that are totally new stories with Solid Snake being the main character.

Why have you chosen to update the game in this way instead of putting together an all-new sequel?

MGS2 is a story-oriented game. Because the story governs the game, there was relatively less freedom for the player. With *Substance*, we can offer so much more fun that comes from the action gameplay element without being bound by the storyline. And we also wanted people to enjoy being Snake in the Snake Tales episodes.

Is letting the player use Snake all the way through an admission that Raiden wasn't really such a great lead character?

There are a couple misunderstandings here. First of all, Raiden was not the hero of *MGS2*. Solid Snake is the hero – the main character. Raiden is a different perspective that the player assumes to see how great a guy Snake is. The other thing is that you don't get to play the Plant Chapter all the way through with Snake. Snake Tales stories are not related to the *Sons of Liberty* story. They are totally different and new episodes utilising the characters and environment of *MGS2 Sons of Liberty*.

Do any characters from previous games appear in *Substance*? Which ones?

As you saw in the E3 video, Emma, Ames, and many others will appear in Snake Tales. In VR Missions and Alternative Missions, you get to play as Snake, Raiden, Pliskin, etc. And of course, *MGS2 Sons of Liberty* will come with *Substance*.

We don't want to reveal any more returning characters as of now.

Have you changed any of the mission objectives, the placement of objects and so on?

We have not touched the *Sons of Liberty* story at all. That story is completed and had been concluded as it was. The 100+ Alternative Missions stages are totally new mini missions, each having new mission objectives.

Why do you traditionally use the style of VR missions rather than a more realistic look for the training mode?

We are doing both in *Substance*. You get the VR style training with the VR Missions stages. The Alternative Missions stages provide you with missions in a more realistic environment – namingly the tanker and Big Shell.

The initial skateboarding images shown at E3 created a stir. Can you confirm that the skateboarding scene with Snake will make it into the final game and explain why you did this?

The skateboarding game will be in the final game. Konami's skateboarding team approached us for a collaboration opportunity. We thought it was a cool idea, so we said YES. It's that simple.

Do you feel the game will open up *MGS2* to a new audience?

Those who have already played *MGS2* will enjoy the 300+ VR Missions, Alternative Missions, and 5 Snake Tales episodes – and the skateboarding, of course. Those who did not play *MGS2* can now pick this up and enjoy so much more. They get to appreciate the story-driven *Sons of Liberty* and the gameplay-driven missions in which you can appreciate the well-designed controls and the fun action.

Did the feedback on the length and frequency of the cut-scenes ever make you consider cutting them back, shortening or altering them in any way?

Again, we are not changing *Sons of Liberty* at all. *Sons of Liberty* had to bring an end to the *Metal Gear Solid 1&2* saga. In order to end this story, we had to include a lot of dialogue and cut scenes to do this storytelling. It could not have been a game without the cut scenes. Only with these cut scenes could the story have been told right and brought to an end.



OOF! ME FAMILY JEWELS! Shooting them in the nuts is as effective an attack as ever. Holding it isn't going to help much, mate.



FREEZE! Or Mr S Snake will kill you. He'll probably do it anyway.



CLEANING OUT THE CLOSET Mission 49: Tidy your room.

VR MISSION THREE: SNEAKING

Mission 3 introduces the age-old concept of crawling your way through air con vents. The level is bigger and the guards more numerous than before, only here it's possible to bypass them easily by heading to a vent, pressing X to crouch and shuffling on your stomach through the hidden passageway. A quick glance at the final bloke's feet to make sure he's got his back to you, then emerge, triumphant.

VR MISSION FOUR: SNEAKING

Now it's getting harder, almost as tough as sneaking downstairs to eat biscuits in the middle of the night without your mum hearing. Here the enemies are moving in set patterns once again, but a clear way through is impossible to find. The only chance is to distract the guards, make them investigate a noise and run past the distracted simpleton. Pressing up to back Snake against a wall and then pressing Circle makes him knock on the wall, causing any guard within hearing range to come and investigate. He's out of the way, onwards you progress. Next...

VR MISSION FIVE: ELIMINATE ALL



A MAN Standing still. How are we supposed to caption this?

A further sub-section of the Sneaking missions, Eliminate All teaches you the ways of stealthy killing. Mission 1 is a small room, one guard, one stealth infiltration agent equipped with a tranquilliser gun and a variety of martial arts abilities. The poor guard won't know what hit him. He must die, but without seeing his killer. Get spotted and it's back to try again. So don't.

VR MISSION SIX: ELIMINATE ALL

Four guards, a maze, guns. As above, only 75 percent harder.

VR MISSION SEVEN: ELIMINATE ALL

Before starting each of these VR Missions, a small screen pops up to tell you what to do and issue advice. Before this mission you're told that shots to the head, heart and groin kill enemies in one go – a sign things are about to get messy. Streams of blood erupt from the mouths of head shot victims, but you can turn this off in the Options menu if you're a fussy mum concerned about warping the mind of your child. But we ask you, how many mums can navigate videogame option menus?

VR MISSION EIGHT: ELIMINATE ALL



WHAT TREES? Autumn spells trouble for infiltration agents.



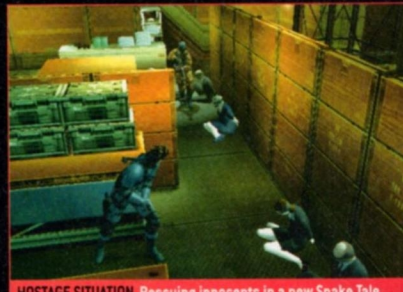
NINE YEARS AGO... Thankfully the story and character interaction sections have been massively reduced for the new Snake Tales parts.



GATHER ROUND, CHILDREN Save the Big Shell employees.



BABY COME BACK New missions, same levels as MGS2 though.



HOSTAGE SITUATION Rescuing innocents in a new Snake Tale.



BOUND Mission 86: Infiltrate the bondage party.

Another distraction mission, here you're faced by a tricky corridor with two guards standing back to back. One of them will need to be distracted then killed. The other one can then just simply be killed. The standard execution-style killing will do. Another task cleanly dealt with.

VR MISSION NINE: ELIMINATE ALL
Previous missions have taken place in standard, rudimentary rooms and corridors. Now you're forced to think in three dimensions, with stairs and waist-high walls enemies can see over. Five guards are patrolling, one of them walking along a section beneath a stairwell. You can run down and shoot him, drop down behind him while he's walking away and down him with a shot to the back of the head, or, as in our case, accidentally make Snake hang off the railing and fall off onto him, instantly crushing the poor unsuspecting chap to death.

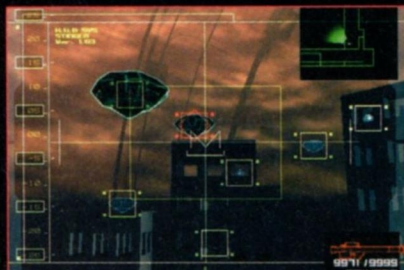
VR MISSION TEN: ELIMINATE ALL
Now things start a metamorphosis into a board game, thanks to the introduction of wonky floor areas that disappear once you've walked over them. Linger on the big grey tiles for too long and you fall to your death, but briskly walk over them

and you're fine – but the floor still disintegrates and won't let you retrace your steps. Speed and advanced planning is essential here, wait too long and they'll have you.

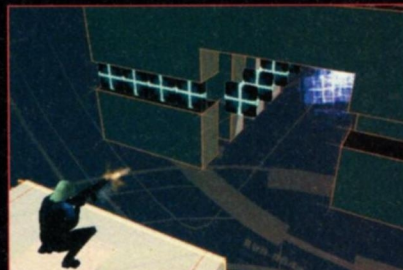
VR MISSION ELEVEN: ELIMINATE ALL
Falling floors are replaced here by dye pads on the floor which result in Snake (or Raiden – did we say you can play as either?) leaving footprints as they go. The first two guards attack in a pair, requiring two quick and accurate shots to take them down and avoid detection. Our initial complaint that the VR Missions look like being a bit too easy seems a very distant memory.

VR MISSION TWELVE: ELIMINATE ALL

"NOW IT'S GETTING HARDER,
ALMOST AS TOUGH AS
SNEAKING DOWNSTAIRS TO
EAT BISCUITS IN THE MIDDLE
OF THE NIGHT WITHOUT YOUR
MUM HEARING"



OOH, STYLISH Green lines. They always make games look cool.



TARGET ACQUIRED A speed and accuracy test in a VR Mission.



NO NEW MESSAGES "Hmm, can I access Hotmail on this thing?"



ANGLE OF DANGLE This is never a particularly good thing to do.



STATIONERY CUPBOARD "You and me among the pens, baby".



SQUEEZE ME An exclusive image from Ico 2: Warehouse War.



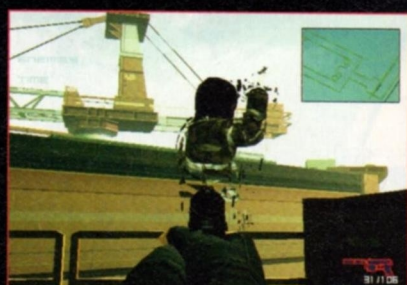
SAVE THE LADY That's Emma, Otacon's sister-in-law.



CHECK OUT MY GUN! Always playing the big man. She's not impressed, she's scared. Ever heard the over-compensation theory, Snake?



IN A BUCKET Under the desk! Those terrorists are so sneaky.



DISINTEGRATION RAY Not a glitch, they just disappear like that.

accordingly.

The first mission is hard enough without having to cope with a different control system. Snake starts with a pistol, targets appear out of the VR scenery, Snake then goes about shooting said targets. The early targets have "one shot" weak spots for quick, ammo-saving destruction, or you can mess about firing shots willy nilly and take three goes. Then it's up the stairs to pick up a machine gun and go mental, before a final accuracy and observation challenge which has targets disappearing into recesses in the wall. All against a strict time limit. This is just one of 200 missions, we remind ourselves, making a mental note to once again reiterate the difficulty to the readers when writing the feature.

you want to earn yourself a time bonus try chaining the targets together – when smashed, the poles come flying off, taking out any other targets along their path, saving you valuable time and effort.

VR MISSION FIFTEEN: HAND TO HAND

Moving targets now. Some of them intersect, with clever players waiting for two to move within range and taking them both out in one attack. Again chaining and knocking out others with the falling debris is important – it's almost like going ten pin bowling.

"LIKE INDIVIDUAL EPISODES OF A TV SHOW RATHER THAN THE FULL CINEMATIC EXPERIENCE OF LAST YEAR'S MGS2, THE IMMEDIACY OF THE ACTION IS IMPRESSIVE"

VR MISSION FOURTEEN: WEAPON MODE

Having failed to get through the First Person games so spectacularly we head off to the Weapon mode, where Substance educates you in the ways of its seven weapons. Those weapons in full, in case you were wondering: handgun, assault rifle, C4/Claymore, grenade launcher, PSG-1 sniper rifle, Stinger, Nikita, and there's even a set of missions dedicated to training you in the agents' hand-to-hand combat techniques. And if you're playing as Raiden there's his sword to go mental with, too.

The first of Snake's hand-to-hand missions throws eight targets at you, requiring the brutal use of your hands and feet to take them out. If

VR MISSION SIXTEEN: HAND TO HAND

The third hand-to-hand section is a nightmare to coordinate and navigate. Now you're dealing with separate targets on top of small raised platforms, each of which must be climbed and attacked separately. Here's where linking targets is absolutely essential, with a well-angled shot firing debris across a gap and taking out a neighbouring attack point in the process, saving you an age in running over there and climbing the stairs.

SNAKE S TALES

Anyway, you get the drift. The VR Missions are but one part of the new stuff in *Substance*. Of perhaps slightly more interest is the Snake's Tales section, the all-new story-lead events in *Substance*.



GRRRRRAAGGGHHH! The legendary and mysterious Gurugon monster! Only, to save time, they just made a guard really big. Lazy.

Snakes's Tales are like mini versions of previous game *Sons of Liberty*, each starting with their own (short – yay!) introductory story to get things started. Like individual episodes of a TV show rather than the full cinematic experience of last year's *MGS2*, the immediacy of the action is impressive, the new storylines less complex and more in your face.

That said, some of them are pretty ludicrous set-ups, with the Tales basically being different back stories to new missions taking place on the same old levels from *Metal Gear Solid 2*. Here, in order of appearance, are your five brand spanking new Snake Tales tasks:

Snake Tale 1: A WRONGDOING

This is set on the Big Shell. Your contact, Richard Ames, one of the President's top secret service agents, is holed up here, lost and unable to contact the outside world due to the terrorist invasion. Snake's task is to rendezvous with him and find out what the situation is inside Big Shell. Stealth is essential here – if the terrorists are around there's no way Ames is going to reveal himself. You start up on the deck at Strut F – get spotted and the enemy troops hit you hard and fast. Easy does it.

Snake Tale 2: BIG SHELL EVIL

Another alternative storyline for events in Big Shell. Otakon's long-lost sister-in-law Emma has been located as working in Big Shell. Several mysterious deaths have taken place there, with reports suggesting everything from a lone serial killer on the loose to a bizarre case of haunting. Or could it be something to do with the recently reported emergency involving the Marines? Your mission is to sneak in, find Emma, and find out what's happening. We'd put money on it being something to do with terrorists. Just a wild hunch.

Snake Tale 3: CONFIDENTIAL LEGACY

Having retired from service, Defence Intelligence Agency man Campbell tries to lure Snake back for one final mission. This one's complex – Sergei Gurlukovich has long since captained his own private army of mercenaries. He's been found attacking a group of Marines, Marines which in turn have been carrying out covert missions in the South American state of Eldera. Rumour has it the Marines seized a Metal Gear weapon secretly developed in Eldera, then Gurlukovich tried to

steal it back. CUT TO: Snake arriving at the Tanker in his dinghy, having been successfully tempted to make his espionage comeback. This level starts in the same place as the original *MGS2* demo did all those months ago, out on the deck of that tanker in the rain. Ahh, memories.

Snake Tale 4: DEAD MAN WHISPERS

Back to the Big Shell, this time for a story relating to the Navy SEALs, a practice terror mission that's gone bad, explosions, a rogue group leader of the Dead Cell, and Snake's rescue mission to find out what's happened to the SEALs.

Snake Tale 5: EXTERNAL GAZER

And it all ends on a comedy note, with Snake sent in to photograph a mystery monster called the Gurugon. He's not allowed to hurt it.

AND... RELAX

So that's pretty much it. More fun without being bound by a storyline is the pitch, which should ensure this upgrade-cum-sequel appeals to those who found *Sons of Liberty*'s storyline a little on the heavy side. *Substance* is certainly immediately playable, the VR Missions are a great way to learn the ways of stealth infiltration before tackling the full original game, and we're impressed by the sheer amount of additional levels and things to play with.

Metal Gear Solid 2: Substance is in no way a small update or a quick cash in, it is in fact a massive collection of new missions and challenges that any Solid Snake fan will surely find essential. And don't forget, the entire *MGS2 Sons of Liberty* is also included in the package, which should make *Substance* the new best game ever. For a couple of months, at least.

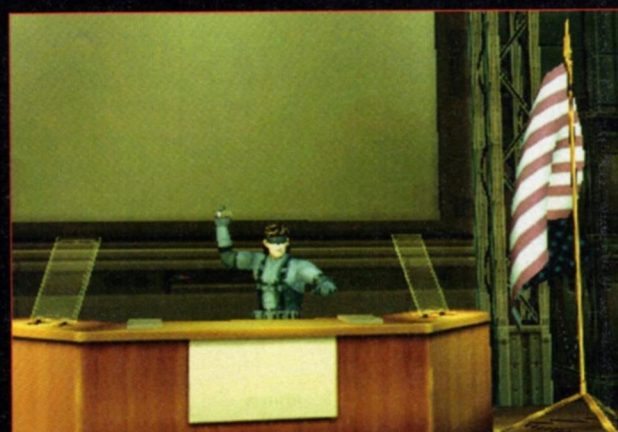
PSW



360 INFILTRATION TO 180 ESCAPE Why is this even happening?



SELF LOVE Yep, Raiden is the w***** we all thought he was.



REGIME CHANGE Mission 87: Chair debate on American politics.

Can't wait? Get these instead!

METAL GEAR 2 "INSPIRED" AN ARMY OF SIMILAR STEALTH GAMES. THESE ARE THE BEST CURRENTLY ON THE WAY...

JAMES BOND 007 IN... NIGHTFIRE

Reviewed in this very issue, Bond is now a much more stealth-capable affair, right from the first sniping level. Quietly sneak past guards, disable security systems and go for silent, close-up kills. It is *Metal Gear*, only with better music.

ECKS Vs SEVER

You play Jonathan Ecks, a spy, engaged in a tactical, espionage battle against a fellow spy. You play as both, in a mix of gadget-lead action and governmental conspiracy. Stealth? Oh yes.

RAINBOW SIX: ROGUE SPEAR

Yeah, these Tom Clancy military espionage shooters have been around for an age, but thanks to Snake making stealthy and more thoughtful gaming popular they've become much more popular than they were, or even should be.

FUGITIVE HUNTER

You're Jake Seaver, a retired Navy SEAL, a man charged with pursuing evil criminals using "analytical prowess" to overwhelm rather than just kill enemies. No, we haven't heard of it before either.



RAINBOW SIX: ROGUE SPEAR But let's be honest, it looks rubbish in comparison, doesn't it?

MA15+
MEDIUM LEVEL
ANIMATED VIOLENCE

unleash your
inner demon
march 2003



DEVIL MAY CRY 2

PlayStation®2

CAPCOM
devilmaycry2.co.uk



CAPCOM CO., LTD. 2003 ALL RIGHTS RESERVED. playstation and the "ps" family logo are registered trademarks of sony computer entertainment inc. all rights reserved. thq and its logo are registered trademarks of thq inc. all rights reserved.

REVIEWS

ATTENTION! THIS SECTION CONTAINS EVERYTHING YOU NEED TO DECIDE WHAT TO BUY, AND WHAT TO LEAVE ALONE.

MEET THE TEAM

HELLO, WE'RE THE TEAM, AND WE'RE PLEASED TO MEET YOU, TOO.



/ DAVID WILDGOOSE EDITOR

Game of the month: *Pro Evolution Soccer 2*. First season in Division One and I'm sitting pretty in mid table. Just how good is Olisadebe?

Every Sims household needs: More care and attention than you could possibly have the time to devote.

Looking forward to: Training promising young player Stanley into the most feared defender in the league. Again, it could take a while...



/ DANIEL STAINES WRITER

Game of the month: *Kingdom Hearts*. I've finished it. Finally. Sephiroth was worth the wait. Just.

Every Sims household needs: A room full of PS2 controllers to replace all the ones I break.

Looking forward to: *The Lost* from former Looking Glass bods, Irrational Games. PC gaming nerds will understand why.



/ JOHN DEWHURST WRITER

Game of the month: *Ratchet & Clank*. *The Neverhood* finally get a worthy successor... anyone remember *The Neverhood*? Thought not.

Every Sims household needs: A female aged 15-25. It just ain't a man's game. (What are you implying? - Ed.)

Looking forward to: *Shinobi*? *Devil May Cry 2*? Certainly not the wagon train of Sims sequels.



/ MARCH STEPNIK WRITER

Game of the month: *Vice City*. (He finished the *Demolition Man* mission first go, despite circling the building several times working out where to go. Impressive - Ed.)

Every Sims household needs: A sack full of dried peas.

Looking forward to: Actually buying a PS2 one of these days. Hmm, maybe with the next pay cheque.



/ TIMOTHY C. BEST WRITER

Game of the month: *Gio Gio Bizarre Adventure*. Much more interesting than his Mundane Sitting at Home.

Every Sims household needs: Fatigay. I'm not sure what it is either, but the Sims seem to be talking about it all the time.

Looking forward to: *Primal*. Jen rocks and the fighting is inspired by *Soul Calibur*.



/ GARY CUTLACK WRITER

Game of the month: *The Sims*. It's a great way to meet girls. Girls like *The Sims*, or so I'm told.

Every Sims household needs: A box of tissues. Particularly my bachelor pad.

Looking forward to: *Mortal Kombat: Deadly Alliance*. It'll be like I'm 13 years old all over again. Only ten years later. And in glorious 3D.



/ MIKEY FOLEY WRITER

Game of the month: *Pro Evolution Soccer 2*. Yes, still. You are aware it's the greatest game ever made, aren't you?

Every Sims household needs: A copy of PSW sitting on the coffee table. Guests will be impressed.

Looking forward to: Yet more *Pro Evo 2*...



/ STEVEN WILLIAMS WRITER

Game of the month: *Formula One 2002*. Because it's as exciting as the real sport isn't. And it beats playing *Micro bloody Machines*.

Every Sims household needs: A dashing debonair hunk. Like yours truly, for example. Bella, leave Mortimer, I beg you!

Looking forward to: *Devil May Cry 2*. Dante is my hero.

THE SCORING SYSTEM

PSW RATINGS

THE PSW SCORING SYSTEM IS DESIGNED TO MAKE ALL YOUR GAMES PURCHASING DECISIONS SIMPLE. HERE'S HOW TO TRANSLATE THOSE NUMBERS INTO DEFINITIVE ADJECTIVES.

10/10	ESSENTIAL
9/10	BRILLIANT
8/10	GREAT
7/10	GOOD
6/10	DECENT
5/10	AVERAGE
4/10	POOR
3/10	BAD
2/10	BLOODY RUBBISH
1/10	AVOID AT ALL COSTS



PSW GAME OF THE MONTH

The Game of the Month Award is precisely what it says, the title that in PSW's opinion is the essential purchase of the month. In the event of multiple games receiving the same score, we simply pick the one we think is the must-have option if you can only afford one game a month. Go and buy it now. Run!



PSW MUST BUY

Typically awarded to games that score 8/10 or above, representing one of the best in its genre. So if you're a fan of this particular type of game, then you'll be more than happy with this purchase. Simply, if you like this type of game, you 'must buy'. Clever eh?

REVIEW CONTENTS



PS2 NEW RELEASES

- 44 THE SIMS
- 48 FORMULA ONE 2002
- 50 RALLY FUSION
- 52 LOTR: FELLOWSHIP OF THE RING
- 54 007 IN... NIGHTFIRE
- 58 SEGA SOCCER SLAM

- 58 TY THE TASMANIAN TIGER
- 59 ROBOTECH BATTLECRY
- 59 SPYRO: ENTER THE DRAGONFLY
- 60 VIRTUA TENNIS 2
- 62 MICRO MACHINES
- 63 TIGER WOODS 2003
- 64 WRECKLESS
- 66 THE GETAWAY
- 70 SUPERMAN
- 71 ALPINE RACER 3

REVIEW
THE SIMS

LIFE IMITATES ART Your living room will look like this once you own a copy of *The Sims*.

THE SIMS



PSW
GAME OF THE MONTH

denim jeans and white sneakers? Or do I relate more to the mean balding bloke in the bow-tie and leopard skin y-fronts? Or perhaps I'm the trailer trash chick with the big hair and lurid hot pants? Help!

Once you've settled for second best – in my case, that's the skinny dude with a 'fro and mutton chops – you can proceed to design an entire family of four. However, we'd advise going solo to begin with, since directing and satisfying one Sim is difficult enough without also worrying about a partner, annoying flatmates or – heaven forbid! – a gaggle of sprogs as well. Besides, the bachelor life is the idyllic life.

At this point you can either Play The Sims or Get A Life. The former being a free-form, sand box kind of mode, while the latter is more structured with specific goals to accomplish as well as being a



TALKING FOOTY A surefire way to impress the lads. Girls take note



TANKS FOR COMING No house is complete without a pinball table.



terribly witty play on words. Both modes are essentially the same, though *Get A Life's* objectives add another layer of complexity. So we'll look at the game's basic elements first before returning to examine *Get A Life's* distinguishing features.

NEIGHBOURS FROM HELL

In *Play The Sims* there are seven blocks of land in the neighbourhood, several of which are already inhabited by families of varying size. You can actually play as these pre-existing Sims if you so wish, but they're all called stupid names like Bella Goth and Bob Newbie so we'd certainly advise pretending to be someone else. It's also possible to build a house from scratch on an empty block of land, but since you start with no money let's assume you simply move into one of the homes. Maxis has conveniently built for this very purpose.

Inside your new abode you'll find innumerable objects to interact with. You can't possibly achieve everything at once, so it's best to check what your Sim actually wants and needs. A quick press of the d-pad will display your Sim's eight mood levels (Comfort, Fun, Hygiene, Social, Room, Hunger, Energy and of course Bladder), thus allowing you to monitor their well-being and prioritise your actions. Some are pretty self-explanatory – bathing, eating, sleeping and going to the toilet replenish your Hygiene, Hunger, Energy and Bladder levels, respectively. To have Fun you'll need to engage in watching television, dancing to music or reading a book. Social requirements are met by talking to your neighbours (via phone or when they drop by) or, later, housemates. The Room rating gives you an idea of whether you've got your household *feng shui* happening –

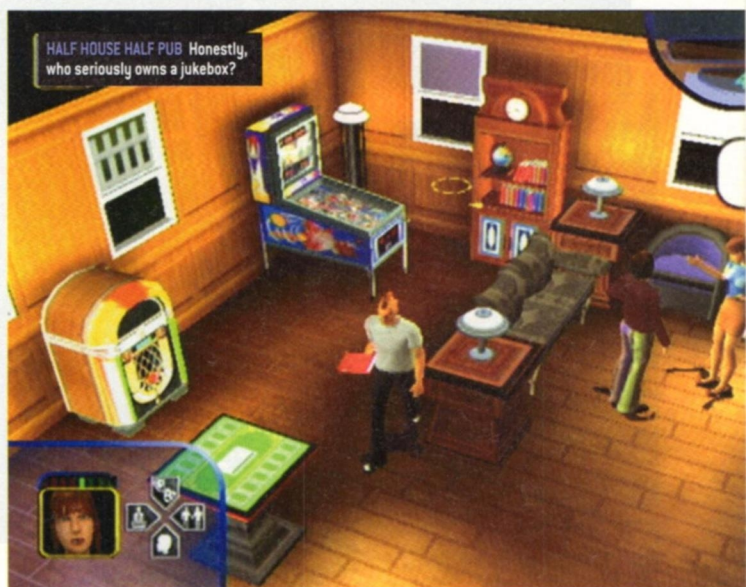
decorative elements like paintings, plants and tasteful wallpaper assist here. Finally, all these relate back to the Comfort level; it's tough to remain comfortable when you're starving and constipated, though a good night's sleep and extravagant sofa certainly help.

Interaction is achieved through moving the pointer (those odd concentric circles you can see in the shots) over objects and pressing X. This usually brings up a list of possible actions. Select the toilet, for instance (and you knew we were going to), and you can Use, Flush or Clean it. Preferably in that order, too.

Things get significantly more complex when you talk to someone. Greet a visiting neighbour at the front door and you'll soon be chatting about the weather, complimenting their dress sense, telling undoubtedly hilarious jokes and passing lewd remarks by way of flirting. If things go according to plan – and you can tell immediately by the way your companion will push you away or slap you across the face if they don't – you will eventually get the opportunity to move in close for a cuddle or – whisper it! – snog.

Building relationships is paramount to living a happy and fulfilling Sim life. Not only does it ensure your Social meter is well stocked, but you can also do more things when you've got friends. You can throw a party, for instance, inviting all your neighbours round to dance on the patio while you man the barbecue. In one hit you can boost your Fun, Social and Hunger levels. Who knows, you might even get lucky with Bella from next door (though be careful to make sure her husband, Mortimer, doesn't catch you)!

A happy Sim is also far more likely to be a



working Sim. Gaining employment, whether it's as a Waitress, Bungee Jump Instructor or Wedding Singer (to name but three of the terribly funny careers on offer) means a daily wage and the opportunity to buy more white goods. But if you're Sim is too depressed to even open the paper and look for a job, you're just going to be bumming around all day watching those bills stack up.

Yet as with any crappy job you could name, the income never compensates for the lack of time you now have to pursue hobbies and relationships. Who's going to feel like studying, painting or playing chess when you've just returned from a hard day busking in the subway? It's this very dilemma that makes *The Sims* so enjoyable as it pushes your strategic and management skills to the limit.

LATE FOR WORK

There are only so many hours in a day – fewer than you might think when each game minute ticks by in a second of real-time and having a bath always takes at least an hour – so you've strike a perfect balance between necessary chores and leisure activities. Which sounds easy. But, let me tell you, it certainly isn't, especially when you've stayed up to 3am painting to earn another Creative skill point, forget to set your alarm clock, wake up late for work, then find yourself stuck in the shower as the car pool drives off without you. One phone call

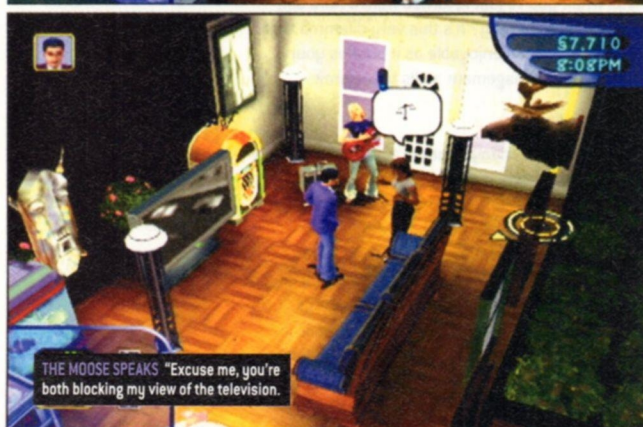
/ WHO KNOWS, YOU MIGHT EVEN GET LUCKY WITH BELLA FROM NEXT DOOR /



CREATE A SAD PUNK The range of options is somewhat limited.



HOOPLA I told ya gee! ...White Sims CAN'T jump.



from your boss later and you're out of a job. Back to busking...

So why would you want to do any of this? Well, to be honest, in Play The Sims mode there is no reason to do it. No levels, no missions, no end-of-level bosses, nor indeed any of the elements we typically associate with videogame structure. In fact, there's no tangible reward beyond the satisfaction of nurturing and providing for your Sim. It is essentially a sand box in which you can play for as long as it keeps you amused. Although, having said that, saving up enough money to purchase a big f*** off plasma TV is immensely satisfying.

However, in Get A Life mode things are different. It begins with you living at home with your mum (or "mom", as those damn Americans insist on calling her). You're unemployed, can't cook, have no money and the TV is busted. Natch. It's not what you'd call a promising beginning and could well be perceived as overwhelming. I mean, when things are that bad, it's

tough to see what you can do to improve the situation when absolutely everything needs to be done.

Fortunately, Get A Life provides you with a set of specific objectives: fix the TV, borrow money off "Mom", etc. These goals conveniently guide you through the early stages, the completion of which offer a route out of "Mom" hell. Accomplish all your objectives and you'll be ready to move out into your own place. New objectives await, as do better places to live through ten tiers of increasingly difficult tasks. And all the while you're continually unlocking cool new items that you can now purchase in Play The Sims mode.

The PC version of *The Sims* only offered the sandbox mode. It was entertaining enough, but the novelty can only last so long. Ultimately, games need some kind of reward structure to provide the incentive to keep playing. The new, PS2 exclusive, Get A Life mode gives us the best of both worlds: a sandbox for when you just want to mess around



SANDBOX MODE You can't bury your dead Sims in pyramids.



ANYONE CAN PLAY GUITAR Perhaps not, to judge by her reaction.

IT'S THE SIMS PLURAL...

DOES TWO PLAYERS EQUAL TWICE THE FUN?



DISCO DINER The aim is to make more virtual friends than your real friend does. Oh the irony.



KODAK MOMENT But what's going on here? They're meant to be competing, not cuddling!



TALKING POINTS Here, Anne and Zoe discuss nuclear weapons as a deterrence device.



PLAYING FOOTSIES Barbara pissed in the pool and is pleased no one seems to have noticed.



COMMUNAL CHAOS It's too noisy for Dad to read the paper. Turn that racket down, son!

(or perhaps invite your friends over, if they've saved their Sim on a second memory card), and a challenge to progress through and eventually actually win.

It's fair to say this is easily the best version of *The Sims* yet. Not only does it look so much better thanks to an all-new 3D engine (including superior lighting, animation, and the ability to smoothly zoom and pan the camera), it also plays better thanks to the unique Get A Life and two-player options (see panel). It's quite frightening to think just how popular it could still become now that it's finally out on the world's most successful games console. Stay tuned for the inevitable sequels and budget-priced add-ons.

/ DAVID WILDGOOSE



I DO Wedding rings are good conductors of electricity. D'oh!



DINNER PARTY A fireman arrives to douse the heated debate.

VERDICT

PSW

UPPERS

- Immediately accessible
- Maddeningly addictive
- Requires genuine strategy
- Proper objectives

DOWNERS

- Two-player mode is limited
- Can be a bit slow
- The novelty may wear off
- Not for communists

GRAPHICS - Full 3D engine improves on the PC version

8

SOUND - Amusing nonsense speech, but still lacking

6

LIFESPAN - You can keep playing forever. Until you're bored.

9

OVERALL SCORE

Genuinely a game for the whole family, simply because everyone can relate to it. Stupendously addictive in a "why am I doing this?" kind of way.

9



I'M GETTING OUT Desperate, Fisichella swaps to the Transit.



GRASSTRACKING Feel hard done by? Check the instant replay.

FORMULA ONE 2002

THE SEASON'S FLICKERED OUT – IN TRUTH IT DID LONG, LONG AGO – AND HERE COMES ANOTHER SIMULATION. LET'S HOPE IT'S MORE INTERESTING THAN THE REAL THING...



TYPE	DRIVING
PLAYERS	1-2
OUT	NOW
DISTRIBUTOR	SONY
PRICE	\$99.95
DEVELOPER	STUDIO LIVERPOOL

IT WOULD APPEAR F1 IS FINALLY

waking up to its problems. Head honcho Bernie Ecclestone has gone on camera criticising the spectacle-numbing effects of extreme aerodynamics and electronic systems, and has already chucked in a whole load of new camera angles for bored TV viewers. But how much is really going to change when change needs the agreement of every team, and big hitters such as Williams are even now investing millions in a extra wind tunnels? How much of a draught do they need? We dread to think how the sport's going to end up. And what will happen to its many simulations? Strangely, for the short term at least, nothing. F1 remains (so it keeps insisting) the pinnacle of motorsport, and its merchandise will continue to sell until the last viewer nods off to sleep. But anyway. Last year's Sony offering was the best of the crop by a long,

long way – beating even the renowned but tetchy, stuttering and finicky *Grand Prix 3* on PC, in our opinion – and now developer Studio Liverpool is back to do it all again. Hello!

But like the sport itself, the off-season promise of fresh excitement has translated into little obvious difference once they all line up on the grid. Underneath the surface it's a different matter, however. The game is far more detailed and better lit than the previous version, and the fad for sun-burnished tracks begun by *GT3* shows no sign of abating. But perhaps most impressive of all are the car models themselves, 22 beautifully shaped, superbly detailed speed prongs to admire and

destroy. It's enough to make you use the behind-the-car camera simply to stare at them like porn, although the roll-hoop mounting remains the best for control. If you want to be absurdly petrol-headed about it, the wet tyres in particular look fantastic. We know. And we're sorry. But they do.

OH LOOK, A KERB

The scenery is also impressively detailed, although Formula 1 tracks aren't exactly the most interesting places to model and your immediate environment is little more than a sea of gravel. Peer into the distance and there's all kinds of interesting stuff behind the fences, however.



SO REALISTIC Look, the Arrows is disappearing from the picture rapidly.





Which is nice. Of course, while it's great that it all looks better, it makes very little difference once you start to race. Developer Studio Liverpool inevitably claims to have improved the AI, and for once that claim is backed up by a tangible difference. Competitors in the previous game stuck rather stupidly to their lines, and could easily scoop you right off the track even after you'd passed – having compromised your exit speed to outbrake them – simply because they couldn't 'see' you, and carried on accelerating right through you. That doesn't happen here. Well... it does, but infrequently enough to be seen as a 'racing incident'. You see, fielding drivers with distinct personalities is another of the overused claims Studio Liverpool has trotted out, and strike us down with a flip-flop if it hasn't actually managed it. You won't notice for a while, to be honest, and it really only manifests itself in how much weaving a car will do if you're trying to pass (thankfully F1's 'one move' rule has been ignored), but it is there. Getting past Schumacher or Montoya's not as easy as Yoong, and while it's a small detail, it provides a welcome sliver of personality.

Also amusing is the fact that not all 22 cars necessarily finish the race. It's not unusual to see other drivers suffering accidents or mechanical failures and having to retire, which at least makes you feel like you're not the only one having a hard time out there. And it is hard. Or it can be, at least, in the Simulation mode. Once again the use of

/ THE WET TYRES IN PARTICULAR LOOK FANTASTIC... WE KNOW. AND WE'RE SORRY. BUT THEY DO /

driving aids is linked to the difficulty level, and while some can be switched at lower levels, if you want to test yourself against the fastest cars you're going to have to do it all without ABS. We mention this because it's the most awkward thing to deal with – how do you balance a car on the edge of locking up with no feedback at all? It was [literally] hit and miss in the first game, but at least now you can see the front tyres begin to slow and then lock as the speed, and downforce, drops. Easing off at the right rate is crucial. Dealing with it transforms the game into an altogether more tentative affair, and one that's arguably slightly less fun – especially as you're more likely to reach the highest difficulty now the AI is less unintentionally deadly.

MICHAEL, YOU WILL BE MY BITCH

Still, there's always the Arcade mode for more knockabout kicks, and the cars are noticeably faster and more manoeuvrable than in Simulation. You can even do a full championship in it, avoiding the seven (admittedly skippable) sessions before the race in the full weekend. The handling and control is once again superb in both modes, particularly when using both analogue sticks, although some of the tail-happy slipperiness seems to have been lost. Then again, you do have traction control now. Being able to adjust this – and the brake balance – with the directional buttons as you race is a nice touch. Starts also require extra



BLIMEY Here's a rare picture of Irvine with his mouth shut.



SPOOKY The shot like this last year was Mika. How times change.



SCENE OF WONDER This is Belgium's hill. See the slight curve?

input in the form of timing the launch control release, which actually makes them more fun than before – who'd have thought electronic gadgets would manage that? Binding it all together is a wrapping of licensed authenticity, including televisual presentation (even fly-bys from the Red Arrows, for God's sake...) and the very dull voice of Mr James Allen. If you want to know about track temperatures or tyre compounds, he's your man.

Ignoring him, *Formula One 2002* successfully trumps its predecessor on the main counts – for quality of racing, for speed, for looks – although the driving itself is merely changed rather than improved. Considering the previous quality, however, that's not a disappointment. The only problem is that there's no real game. It's all there on a plate: best car, best driver and all. But if that's what you want, there isn't a better version of F1.

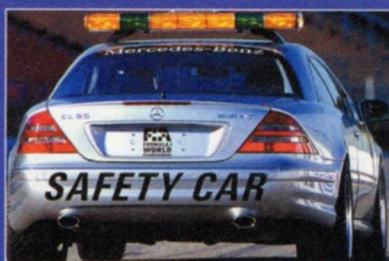
/ STEVEN WILLIAMS

TAKE ME TO THE PICTURES, BABY

SUCCESS IN ARCADE MODE REWARDS YOU WITH... REWARDS!

THERE IT IS ON THE MENU, THE RATHER exciting-sounding 'Rewards' option. Heading in reveals that one of these rewards is the credits, which isn't a reward at all, it's a waste of time. The second thing is a gallery of pictures unlocked in the Arcade mode. They're nicely taken pictures, yes, and there are even a few of some pit girls, but in the end they're just pictures. Not that exciting, and available in publications such as *Autosport* for a fraction of the

cost, accompanied by words. So, we're not feeling that rewarded for our dedication so far. But then there's the third thing, the SCTA mode. People always want to drive the safety car, and now, with Safety Car Time Attack, you can. Naturally there are no other cars to race against – there wouldn't be a lot of point, as F1 cars are practically parked even when this special Merc is flat out – but it makes for laughs anyway. At last, a reward!



VERDICT

PSW

UPPERS

- More considerate AI
- Better brake feel
- Latest alterations
- Improved racing

DOWNERS

- Near identical content
- A mere handful of 'rewards'
- Can't choose driving aids or difficulty independently

GRAPHICS - Great cars, detailed and accurate

9

SOUND - Pretty weedy engines, James 'Tedium' Allen...

7

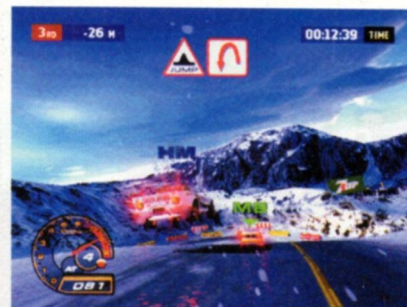
LIFESPAN - Depends on your own boredom threshold

8

OVERALL SCORE

Prettier and just as fast, and the racing's improved now the AI has the wits to go round you. Beyond that it's the same game, but if that's what you're after, this is the best by far.

8



FLLOATER It's dangerous on the roads, so drive above them.



SAAB-OTAGE It's worth giving them a punt every now and then...

RALLY FUSION: RACE OF CHAMPIONS

COLIN MCRAE AND WRC II NEEDN'T LOSE ANY SLEEP. IF THEY SLEPT. THIS IS MORE RALLYING, YES, BUT WITH A REFRESHINGLY ARCADEY APPROACH.

TYPE	DRIVING
PLAYERS	1-8
OUT	NOW
PUBLISHER	ACTIVISION
PRICE	\$99.95
DEVELOPER	CLIMAX BRIGHTON

THERE'S A DANGER THIS GAME

could be overlooked, appearing as the dust has barely settled on *Colin McRae 3* and *WRC II Extreme*. Both games are mighty, true, but it would be unfair if *Rally Fusion* was ignored as a result. It's not just another clone. Its emphasis is firmly on over-the-top fun and pure arcade silliness as opposed to serious simulation. Developer Climax Brighton has put a lot of effort into making it an exciting experience, and much awaits unlocking. This is no *World Rally* toybox, this is actually a game.

So only the basics are available at the beginning, though early cars are admirably entertaining – there's no sobbing around in some wheezing front-wheel drive hatch until you get to the good stuff. Winning unlocks a pleasing variety of new challenges besides the obvious, such as

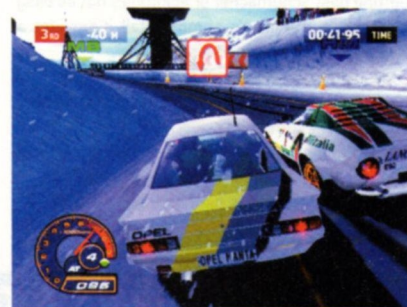
one-make face offs, championships, point-to-point races, circuit races against other cars, hill climbs, lone sprints and dedicated driving challenges. These, involving manoeuvring between flags against the clock, are too fiddly to be successful, and can be a chore to get past. Really they're the weak link here, but it's still good to see a developer trying something new. Especially in a rally game.

REMEMBRANCE DAY

It's possible to create up to eight profiles on one memory card, so should your mates want to build up their own garage and skills – or should your parents be devout Catholics who keep putting your other memory cards in the collection plate – then you and your mass of siblings can practice without any extra outlay. It's a small point, but typical of the easy-to-use nature of the game: after all,

whoever spends the time unlocking the stuff in singleplayer will have an advantage in multiplayer.

For our money, the cars in *Rally Fusion* are superbly chosen – modern WRC rides are



DANGEROUS Shortly after, the world exploded and everyone died.

VERTICAL ★ LIMIT

CLIMB A MOUNTAIN AS FAST AS YOU CAN, STRAPPED TO SOMETHING EXPLOSIVE...

It's based on Gran Canaria's RoC track, yes, but *Rally Fusion*'s best is the Alpine Hill Climb. Not only is it slathered in breakable stuff, but there's a risk of sliding right off... The sound is fantastic, and by the summit it's like *Where Eagles Dare* – seriously inhospitable. We love it. Clever ambient noise can transform an experience. Why don't more games pay attention to it?



BASE CAMP At the bottom it's a lovely summer's day, bright and clear. That grass is well mown. Mmmm.



DRESSED ALL WRONG It's just starting to snow, and you can see the peaks in the distance. Still warm out, though.



ARE WE THERE YET? The chill is starting to bite – the grass is fading and things are looking grey. Our feet are cold.



OOPS Flying round a corner, we're suddenly faced with full snow conditions. Must... control... car...



/ AND OF COURSE, IT'S NOT JUST THE RACE OF CHAMPIONS TRACK YOU RACE ON HERE. DUH /



awesome, but there's more to off-road life than that. The top performance bracket here is stuffed with Group B cars, the deadly fast monsters banned in the 80s for being simply too fast. Some of these are based on familiar shapes, such as the Peugeot 205 T16 and Audi Quattro, but others were as exotic as any F1 car. Lancia's beautiful 037 (that low, wedgy Martini thing on the left-hand page) and the same company's Stratos (the pointy space age thing with no rear window) are seminal moments in motorsport. Unlock and admire them. It'll take a while, because they really are spectacularly fast, and controlling them even on a familiar track is tough. Add in impressively sturdy AI and plenty of wet mud and you've got a real fight on your hands...

Fortunately the cars you pilot in the interim are great fun in their own right. Group B cars (confusingly called Class A) soak up six spaces in the 19-car total, while Class B fields eight. An Escort Cosworth, Lancia Delta Integrale and Celica GT4 beef up the more familiar offerings from Toyota, Seat, Mitsubishi and Peugeot in this class and the difference between each car – and each class – is noticeable. The remaining rides of the introductory Class C are less inspiring but still fun.

The RoC Buggy is particularly good, caning the others in its class while in one piece, at least. It's rather fragile, you see. The Rav 4 is, predictably, the only bad car in the game.

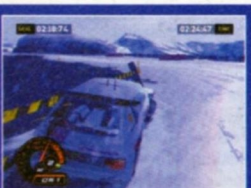
LET IT SLIDE

While the handling in general has no specific problems – it's predictable, pleasantly weighty and fun as far as it goes – it doesn't quite have the depth we'd like. You tend to be either totally in control or slithering helplessly sideways, with little in between. And it's the *in between* that's the thrill, that edge of control where players can either be lucky or brilliant or both. Despite the apparently sideways conditions, it's almost always better to keep things neat and tidy, get your braking done in a straight line and hit the apex track-style. Loss of control tends to be permanent. It's still a lot of fun, but that faint serenity and lack of spontaneity in the driving slightly takes the edge off the otherwise spectacular jumping and speed.

And of course, it's not just the Race of Champions track. Duh. That double loop – where two cars race alongside each other, super special stage style – is the centrepiece, but there are 19 other tracks in nine environments as well. Various

championships take you through all of them, and there's even a simple repair system to compliment the impressive damage modelling. Smashing your car has a deadly effect on performance, so it's vital to spend the measly 20 points you have wisely. Like everything in this game, it's simple and quick to use, and only adds to the fun. Multiplayer's just as easy to get into – although all the good stuff needs unlocking first – especially as many of the races are run as one-player-after-the-other, full screen. Two players can use split screen with little loss of quality, but beyond that you must wait your turn. Again, you can get going without shelling out on extra equipment such as pads and multitaps, which you have to applaud. And there's much to applaud here: too many modes and options to go into in this space, in fact. Sure, it never achieves the edge-of-the-seat arcade beauty of *Burnout 2*, but it's a damn fine racer nonetheless. If brilliant cars, accessible action and tons of multiplayer challenges are what you want, go and get this now.

/ STEVEN WILLIAMS



VERDICT		PSW
UPPERS	- Over-the-top action	DOWNERS
	- Superb cars	
	- Impressive rain and ice	
	- Lots of multiplayer modes	
GRAPHICS - Bright, fast and smooth		9
SOUND - Heavy and tough sounding		9
LIFESPAN - Great cars to earn, loads of options		8
OVERALL SCORE		
It might be based on an obscure race, but it deserves to become better known with this. Far more than just a recreation of its license, it's cheerful and extremely varied arcade racing.		
8		



STOP! HAMMER TIME! Rick Waller's revenge was pitiless.



NICE DOGGIE. Don't let them form packs. Don't! Too late.



STUPID. "Here mate, is this switch safe to use?"

THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING

IT'S THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING: THE GAME OF THE BOOK: NOT THE GAME OF THE MOVIE: THAT WAS THE TWO TOWERS: BY EA: THIS ONE ISN'T!

TYPE	ADVENTURE
PLAYERS	1
OUT	NOW
PUBLISHER	VIVENDI UNIVERSAL
PRICE	\$69.95
DEVELOPER	SURREAL
SEE IT ON DVD	
/ Tedious quests / Awkward action / Badly implemented RPG / But loyal to the book	

IF EVER THERE WAS A SIGN THAT

Hollywood has too much power, this is it. Pointy hats, beards, Lamablam son of Glamabam (from the Black Hills of Damagram) speeches... after decades of whaling mightily on schoolkids who used the word 'Bilbo' even once, trendy youngsters are suddenly bearing the *Lord of the Rings* lunchbox. They're using it to open cuts above the hairlines of S Club 7 fans, granted, but they're into it nevertheless. How did this ever become trendy? This is not to deride the book itself, however, rather to point out the incredible emptiness of fashion and the importance of standing up for what you believe in from the start. There is no meaning otherwise. No, the book is apparently great. Seems to be selling well. We haven't read it.

And this game is based on the book, as opposed to Electronic Arts' offering (*The Lord Of The Rings: The Two Towers*) which was based on the film. We haven't seen that either. This means it follows the tale of *The Fellowship* right to the end, rather than skipping over to *The Two Towers* in order to show off some exclusive DVD content (ooh, little bit of cynicism creeping in there), and as such may please the fans rather more. Hmmmm... actually, what it *really* means is that you do much the same things as in its competitor, only in a way that's not quite as fun and doesn't look as nice. We blame Evil Lord Slowdown and his Army of Poor Textures.

As with EA's game, you have three characters at your disposal, but here you have no choice in which one to use. The game begins with Frodo, but later puts you in charge of Aragorn and Gandalf. For all but the most determined pixie-basher, however,

the latter two will be significantly more entertaining – it'd be a problem playing the opening levels with such a poor combatant if there was actually much to fight, but almost luckily there isn't. Sadly there's nothing much else of interest to do either, which rather negates the bonus of it being an authentic approach.

Frodo is charged with wandering about the initially large-looking but depressingly linear environs of The Shire, looking for small and uninteresting items other people have misplaced. These are apparently 'quests', such as The Quest To Find A Small Metal Pin. A quick dab of the select button brings up the list to keep you on track should you fall unconscious and lose your place.

Frodo fights occasionally (and badly) with a stick, and can throw stones to distract larger enemies, but standing besides a low wall hurling rocks at sheep is far more entertaining. It's certainly more rewarding than throwing them at the Black Riders.

IS IT 'COS I IS A BLACK RIDER?

Being caught by one of the Black Riders is an instant game over, annoyingly, and the sooner you give up on the stealthy creeping and clever rock throwing you're instructed to employ the sooner you'll succeed. Like so many parts of this game, it's a reasonable idea badly implemented – it's far better to learn their patterns and just run away from them.

ONE RING TO – OH BLOODY HELL, I'M DEAD

EVEN A MAGICAL RING OF INCREDIBLE POWER HAS ITS DOWNSIDE

OF COURSE, FRODO'S NOT JUST EQUIPPED WITH sticks and stones. The little one is also carrying the Ring, an artefact of enormous power that comes with great responsibility and an attractive, hardwearing finish. Equip it (how come it fits little Frodo, by the way, when it originally decorated the far larger Sauron's pointy finger?) and the Hobbit becomes invisible to many enemies, laughing in the face of danger, laughing right up the nose of danger and whistling in its sinuses. However, the evil forces are overpowering, as symbolised by the flames closing in on the screen. Unequip it quickly or die. For all its power it doesn't work against Black Riders, annoyingly, so get back behind your rock. Get back behind the rock!



HUNG LIKE A HORSE Capital punishment is all they deserve.



DON'T TAKE THAT LYING DOWN "Oh Gandalf, you're so transparent."



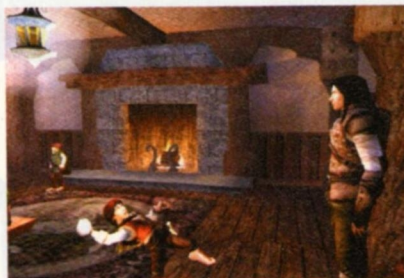
DON'T AXE ME WHY Aragorn keeps all his blood in one pocket.



RING ME LATER Gandalf thumps away at his rod in the dark.



PARTY HARD Magicians: rubbish at line dancing.



PUB TRICK Aragorn didn't even feel his testicle come off.



MUCH SOUGHT AFTER He sells this cheap. Has he never heard of letting?

/ FRODO GETS A DAGGER TO REPLACE HIS TWIG, BUT HE'S STILL NOT THAT GREAT WITH IT /

It peps up noticeably once you get hold of Aragorn, however, simply because he has more attacks available. Instead of jumping on the X button, as Frodo does, he'll kick, and circle unleashes arrows rather than pebbles. He's handier with his sword, too – Frodo gets a dagger to replace his twig, but he's still not that great with it. The movement of every character is awkward, and fighting the bigger enemies is a chore, light years away even from relatively old games such as *Devil May Cry*. Big monsters have varied attacks, and swiping too many times from up close locks you into a combo, leaving you rooted to the spot and completely unable to defend yourself. The only real tactic, therefore, is to run in, stab it once or twice in

the back and then run away again. Repeat. Repeat. Repeat... it's not very edifying.

Of course, Gandalf has his staff (like a wand but with more street cred) and can lob all kinds of magical badness at enemies, which is useful when fighting multiple, varied enemies. Obviously it's important to prioritise during such large encounters, and spells to set like against like or set fire to people can make them reasonably enjoyable. Getting crowded in as any character is bad, though, as it's possible to get stuck in repeated 'ouch!' animations while your health slumps away into death. You have no control over it. That's annoying. Again, it's a reasonable idea, badly implemented.

THE HILLS ARE A LINE

Those epic landscapes suffer the same problem. It can take ages to run through them, though only narrow corridors can actually be accessed – the rest is off limits behind handily placed barriers or, failing that, irritating invisible ones. There's not much distance before the fog closes in either, and despite that (and an average-to-low level of detail) the whole game frequently chugs along in a most inauspicious manner. Ambient noises add a measure of atmosphere, but the music doesn't help anyone... it's that special kind of misty hippy noodling, that indulgent sub-Enya whiffing that creeps from the doors of shops selling Native American-Indian dreamcatchers made in China and CDs of wordless but somehow still patronising whale music simulated by an inexpensive synthesiser produced by a giant Japanese corporation that, besides creating musical

instruments, car parts and bridges, owns a fleet of industrial whaling ships, although the pony-tailed, tie-dyed divorced father of four who found the whale noise (setting 547) the night everyone had run out of grass and created the CD would probably stab you if you mentioned it. It's kind of bad.

And while we're on bad, the map is useless and the only thing worse than the background music is the singing. The actors may well be able to sound very alike to the film's actors, but they can't sound like singers. It's so awful it *must* be parody. The RPG element is also badly implemented – it's nearly invisible beyond the occasional message that 'your purity has increased'. That leaves the fighting and adventuring, and you already know these can't carry the game. No, you're much better off with *The Two Towers*. Or the lunchbox.

/ STEVEN WILLIAMS



WHEN PICNICS GO BAD Note to self: never complain when evil spirits forget to bring the paper plates.

VERDICT

PSW

UPPERS

- Takes the story seriously
- Three characters to play
- Lots of incidental detail
- Doesn't involve F1 cars

DOWNERS

- Jerky graphics
- Awkward combat
- Oversized, linear levels
- Frodo is dull to use

GRAPHICS

- A bit foggy and a bit jerky. OK-ish

6

SOUND

- Uncannily like the movie, only worse

6

LIFESPAN

- It goes on for ages, but never grips

5

OVERALL SCORE

The Fellowship of the Ring certainly has a good go at the story, but the rest is disappointing. It's slow, predictable and largely uneventful, especially against EA's offering.

5

REVIEW

JAMES BOND 007 IN... NIGHTFIRE



BOND THEMED Laser watches will hit the high street in 2004.



CHEERS! "And a happy new year to you, Miss Fingerme Roughly".



GET ON DOWN Here we're using the 'crouch' avoidance technique.

JAMES BOND 007 IN... NIGHTFIRE

WOMEN WANT HIM. MEN WANT TO BE HIM. VIDEO GAMERS WANT TO PLAY AS HIM. EVEN IF HE IS OLD ENOUGH TO BE YOUR DAD. LADIES AND GENTLEMEN, PRAY SILENCE FOR JAMES BOND 007.

TYPE	SHOOTER
PLAYERS	1-4
OUT	NOW
DISTRIBUTOR	EA
PRICE	\$99.95
DEVELOPER	EA GAMES
SEE IT ON DVD	
/ A damsel being rescued / Some men being shot / It's OK, they're bad men / Bond kissing a woman with the requisite amount of tenderness and affection	

AN, MR BOND, WE'VE BEEN

fantasising about being you. You can talk to girls without stuttering or steering the conversation around to

videogames, you can wear nice shirts without them looking all crumpled and we daresay you could navigate *Pro Evo 2*'s notorious edit screens without even reading the manual while simultaneously undoing a woman's bra with your left hand. Even after 40 years of drinking Martini for breakfast, Commander James Tiberius Bond remains the ultimate modern man.

Mr B also starts every new film episode with the dramatic, exciting, lady-packed climax of an unseen earlier adventure, before returning to London for a mission briefing about dangerous things to come. So does his new game *Nightfire*, which throws you straight into an easy, "Press this! Do that! Now!" spoon-fed introductory sequence that reaches out of the screen, slaps you in the face and shouts "Bond! Raaa!" at you to get the experience off to a cracking, excellent and authentic start.

In the space of thirty actual real life seconds you're sniper-rifling out car tyres, flipping your Aston Martin onto two wheels, launching rockets, smoke screens and electro-magnetic pulses, hitting your car's turbo boost to jump bridges and wrinkling the dinner jacket in all sorts of exciting ways, ending up with Bond tinkering a glass of

champagne with his de-distressed, rescued and damn attractive damsel. That, in a nutshell, is what Bond is all about.

LET'S PUSH THINGS FORWARD

Then it's on to the usual storyline and character development bits, which, for once, we actually like. No really, all of the plot stuff in *Nightfire* is great, it's a rare game where we don't sit there tutting and hammering the Start button, looking at our reflection in the black bits of the screen and thinking we need to lose a bit of weight. The story is long but interesting – evil Drake and his nuclear plans for world domination, blah blah, double agents, blah blah, travel the world, drive cars, yada yada – and is a mini Bond classic in itself, with equal parts of sauciness, action, intrigue and the heavy clichés that make up the Bond myth. Anyone could think it up, and it's hardly novel or new, but it is Bond through and through.

It's also the sexiest 007 game yet. Some kissing is done (for England, naturally) and girls are everywhere, with ladies in posh and revealing evening gowns getting their hands dirty throughout. In terms of atmosphere, the presentation, story and look of *Nightfire* is spot on right from the start.

The female attendees of Drake's evil society party flutter their eyelids at Bond, say hello and jiggle the booty for his attention, with the eyes and

heads of enemies and civilians following Bond (as in you) around the level. The detail is high everywhere, of a similar level to EA's stunning *Medal of Honor*, although it could benefit from some of *MoH*'s impressive smoothness. But the game looks good for the most part, and hell, even *GTA3* got a bit jerky sometimes. That didn't stop it becoming a small success did it?

Setting up and storyline formalities over with and it's into the game. Well, it's into the game then back out of it again to invert the Y-Axis in the Options screen, then once again back into the game, pausing only to curse when you realise it's actually possible to invert the Y-Axis on the Pause screen itself. It's nice little user-friendly touches like that which restore our faith in human nature. Well done there, EA.



THE CARS BITS Very sensitive steering, but nice enough to drive.



TARGET RENEGADE Looks a bit of all right, doesn't it?



YEAH! AND PUT GUNS ON IT! SnowMobiles and Guns – the new game from EA Big.

Select your difficulty – Operative, Agent or 00 Agent – and pile into the introductory mission. It's The Exchange, a spying infiltration sortie into the heart of Drake's evil castle hideaway, a mission which has everything. Snowy effects, stealth, girls in party dresses, sniper rifles and double-crossing abound, as Bond photographs the important wrong-doers, kills the rest and shamelessly flirts with anything that shaves its legs.

GEEZERS NEED EXCITEMENT

"Earn extra points by performing special Bond Moves" says one of the between-mission loading screen tips, highlighting one of the many ways in which *Nightfire* adds to its longevity. The Exchange mission has you sneaking through a shadowy, frozen courtyard, one full of alert guards shining spotlights down to try to catch you out. Unless, that is, you pop into the mini control room beforehand and snip the powers wires with your laser watch – der der d-der der! – that's a Bond moment, 007 flashes on screen, and you've just disabled the spotlights and completed a Bond Move. Well done you.

It's not essential, and neither are many of the other bonus tasks, like completing missions in a humane manner by discretely stunning people instead of shooting them in the face, and it's not essential to get the best possible medal in every level either, but if you're keen, unemployed or just

really, really into games, there are enough mini-missions, sub-goals and personal targets in here to keep a *Nightfire* player busy for months.

Well, actually, there is one small reason to persevere – to access the secret stuff. The secret stuff, as secret stuff tends to be in games, is locked. Many of the multiplayer modes and characters are inaccessible to begin with, requiring a bit of one-player action and performance to open up. Unlockable characters include such timeless Bond greats as Pussy Galore, Xenia Onatopp, May Day, Jaws and cute little Odd Job. These are used in the multiplayer game, more details of which you will find below.

WEAK BECOME HEROES

Nightfire accommodates up to 004 agents in its split-screen man-to-man combat section, with an astounding number of additions and enhancements making this so much better in the multiplay bureau than last year's *Agent Under Fire*. The default Arena is where most of the drunken lairiness will take place, with Team Arena for gangs, and the usual themes of King of the Hill, Last Man Standing and Capture the Flag represented. Friendly fire can be switched on or off, respawn locations changed, weapon sets altered – it's tweakable beyond your wildest tweaking dreams.

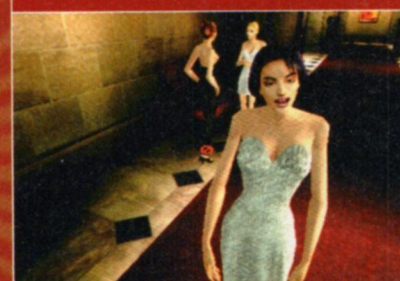
Bots are now present too, offering the same amount of dumb, predictable, ineffective combat >



STONE COLD STUNNER Zap 'em to keep them alive. It's the only humane option.

HELLO GIRLS! LADIES! EVERYWHERE! JUST TRY NOT TO PUNCH THEM, 007.

Agent Nightshade, Dominique Paradis and a supporting cast of anonymous lovelies make up the rota of Bond babes. And best news of all – it's possible to punch them in the face! You'll fail the mission, mind. Still, just the once won't hurt.



WE'RE VERY, VERY SAD MEN You can crouch for a better view.



I TOUCH MYSELF Is she... yes, yes it looks like she is. Nice.



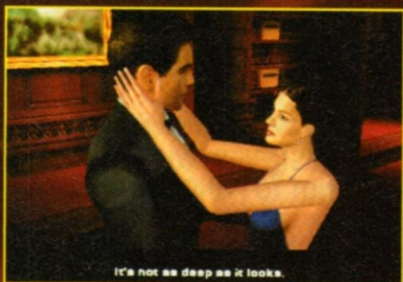
SOCIETY GIRLS Are you punching my bird in the face?



ALL KICKIN' OFF And down she goes! Those are her knickers.



INTERIORS DESIGNED The levels themselves look splendid.



DEEPER AND DEEPER [SEX-RELATED CAPTION CENSORED]



STUNNING WOMEN This is what we'd do if society had no laws.

/ ON ONE OCCASION, A DOOR IS IMPASSABLE AS THERE'S A SMALL ROPE BARRIER ACROSS IT /

as all bots do, although it's possible here to alter aspects of their personality such as their aggression, or making them greedy, vengeful or just out of control berserk lunatics. You can even lower their shot accuracy, should you find the going a little too tough. We suggest not letting anyone know about it if you do.

It's possible to play the multiplayer games on your own by setting up a series of bots to play against, but surely that just makes the loneliness even worse? Pretend friends? And how many people own multi-taps anyway? Seriously, we'd like to know. Only two people on the magazine have got one at home, and one of those was stolen out of the office so it doesn't really count.

When playing against real people the multiplayer missions aren't really that spectacular. It runs smoothly enough and looks OK, but to our collective consciousness we feel they lack the finesse of the likes of *TimeSplitters*. Weapons are piled everywhere, the deaths are quick, the stylish blood-down-the-screen You've Been Killed screen looks good, but represents an annoying pause in the action. It's also all a bit pedestrian and tame - Bond moves much too slowly, there's no Run button, and when compared to the speedy thrills of *TimeSplitters 2* it's like playing death matches in slow motion. There are some clever levels, nice moments and good weapons, but it's just not fast enough for our liking.

SET MASTURBATION TROUSERS ON

Like a single man in his early thirties who works in IT and still lives with his parents, Bond has all of the latest toys. From the outset you're extremely well kitted up, with the electrical Stunner, your X-Ray specs, a grappling hook for when you fall off the edge after looking to see how far down the graphics go, and a laser watch, which sadly cannot



be used to kill people with. Instead, the laser is used as a cutting/heating tool, with one particularly left-field challenge requiring you to melt the hinges off a safe. If it wasn't for the on-screen tips (yes, we were playing it on Operative difficulty, you got a problem with that?) we would've been stuck there for days.

Sounds a bit complicated, eh? Luckily for rubbish gamers, *Nightfire* constantly dishes out tips on weapon and gadget usage to help fritter away the loading seconds, while playing on the incredibly easy Operative difficulty setting gives you further tips on negotiating tricky sections and solving those where-do-I-go-now? conundrums. Gadgets also open up new ways of playing the same missions. Using the Stunner to peacefully

negotiate levels via non-violent means is one possibility, which also opens up some of the secret things via means of bonuses for good play.

DON'T MUG YOURSELF

There are lots of minor niggles we could be really picky about (it's a bit jerky, some of the puzzles are obscure, there's a lot of Location A to Location B locked door boredom) but we're not going to [things in brackets don't count, see]. Instead, we're going to recommend *Nightfire* because of its perfect atmosphere and the excellent job done in capturing the Bond vibe.

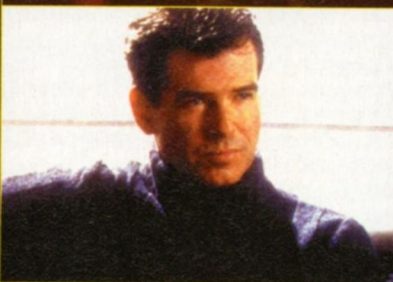
Nightfire even has a classic, swirly, fire-based, opening sequence complete with its own theme tune and slow motion bullet effects, and the

BROSNAN V BROSNAN

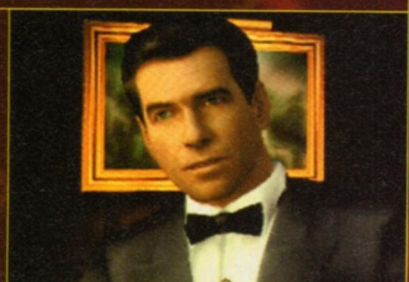
REAL MAN VERSUS GAME MAN

How real is the "real" Brosnan contained within *Nightfire*? He's close. The look's about right, but the man himself seems to have aged significantly since the game was created. The Brosnan model is the

poorest mover of the lot, being outdone in the expressions department by most of the incidental characters and agents. As a recreation of a man it gets 6/10. It's not even his voice.



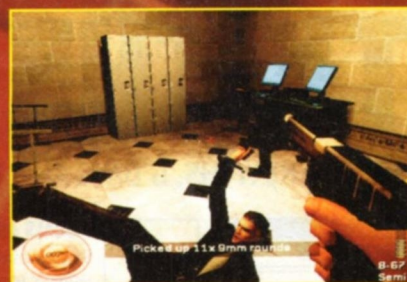
ACTUAL HUMAN MAN A man, similar to ones you see every day.



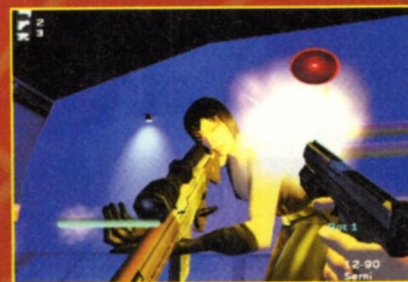
NON-ACTUAL PRETEND MAN Not a bad job. Jumper ditched.



COMING THROUGH Yes, the snowmobile is in the restaurant. It's part of Bond's escape.



FATAL FLOOR Black and white floor tiles. Again. Why?



GIRLS 'N' GUNS She's a multiplayer bot. She'll never love you.



LIE BACK AND THINK OF ENGLAND "Can I touch them? Just a bit?"



BIT ON THE SIDE A two-wheel moment is about to go down.



GUNSLINGER A man getting shot. There's not much else to say here really.

obligatory dancing silhouettes of possibly naked women. How we used to love Bond opening titles – in the days before the internet, a Saturday afternoon Bond film was how most boys got to see their first naked lady. When you're nine years old and just starting to realise that women have more uses than grilling your fish fingers for tea, Bond title sequences are pure porn.

However, were we to give *Nightfire* 10/10 for simply having a nice intro sequence with dancing girls in, it's likely that the *PSW* castle would be burnt to the ground by angry villagers. So why, exactly, should you be interested in Bond?

It all looks pretty superb, and if you're the kind of player that doesn't mind when games go a bit jerky you'll regard *Nightfire* as one of the best

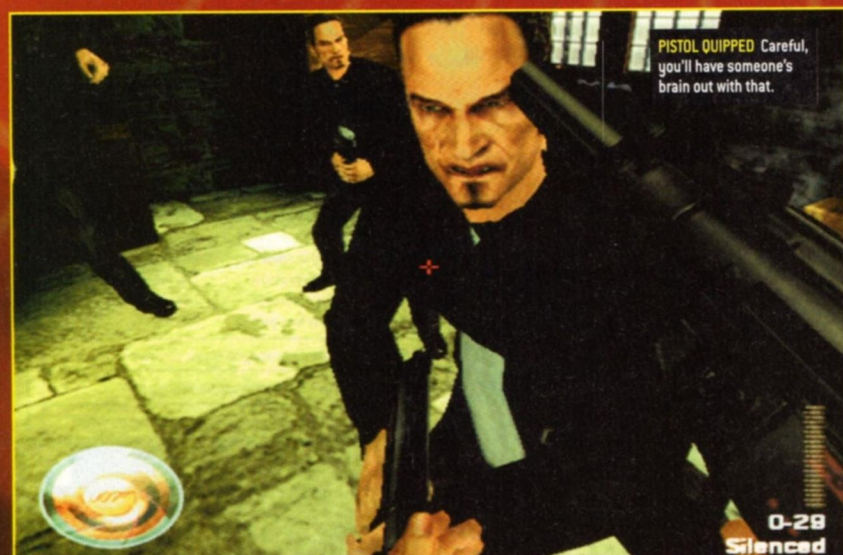
looking games on PS2 today. But, to our sensitive eyes, it's not quite smooth enough. The detail is great, the effects smart and impressive, but the random jerky bits hurt our sensitive eyes. And some of the stuff in the game is plain stupid – tough, decisive, intelligent Mr Bond is routinely stopped by locked doors – surely 0 could equip him with a some sort of key device? On one ludicrous occasion a door is impassable because there's a small rope barrier across it, while exploration bits make a mockery of Bond by requiring objectives to be completed in rigid sequence. What's that all about?

It also cuts to movie clips on occasion to illustrate key moments – why? Many of the story bits are shown with the in-games graphics, which

look splendid, while this cutting to movie stuff just stinks of PSone to us. One sequence sees Bond escaping on a snow mobile, before pulling off a spectacular jump through an enemy helicopter – the excitement is pissed away by the pause taken to fire up the movie clip.

Stupid little whinges aside, *Nightfire* is a solid and impressive Bond simulator. The story is great, the look, style and womanising authentic, and the presentation faultless. The mix of levels is good, the driving bits as boring as ever, and in total there's a passably large enough amount of wheat to counteract any stray chaff. It's frustrating in places, but ultimately a good-looking, atmospheric game that does more than does Bond justice.

/ GARY CUTLACK



PISTOL QUIPPED Careful, you'll have someone's brain out with that.

VERDICT

PSW

UPPERS

- Great looking levels
- Gorgeous Bond babes
- Captures the Bond atmos
- Loads of varied missions

DOWNERS

- Quite a bit of jerkiness
- Annoying use of movie clips
- Bond himself is wooden
- Locked door frustration

GRAPHICS Great levels and look, but not always smooth

8

SOUND The theme! And other standard shooty noises

8

LIFESPAN Three difficulty levels, loads of secrets – good

8

OVERALL SCORE

Like the films – you know what to expect, you know the format, you know how it's going to end and who Bond's going to be snogging when he gets there. No ground is broken, but it's fun.

8

TY THE TASMANIAN TIGER

MORE STRENGTHS, G'DAYS AND COBBERS THAN KINGSWOOD COUNTRY. NOT NECESSARILY A GOOD THING.

TYPE	PLATFORMER
PLAYERS	1
OUT	NOW
PUBLISHER	EA
PRICE	\$99.95
DEVELOPER	KROME STUDIOS

VISUALS AIMED AT YOUNGSTERS.

Sarcastic humour aimed at older gamers. It's the modern day platforming paradox. Buying a PS2 game with a cute character on the box and an embarrassing amount of bright colours and furry animals within is akin to asking the girl behind the counter for a large pack of ribbed condoms. Games like *Jak & Daxter*, *Ratchet & Clank* and *Ty the Tasmanian Tiger* contain more imagination,

challenge and old-fashioned gameplay than most platformers. It's just unfortunate that most of us won't get to enjoy their leaping, searching, adventuring delights because the makers choose to set them in cuddly, cute and colourful worlds.

Ty the Tasmanian Tiger rigidly conforms to all of these standards. It's everything you'd expect a polished platformer to be and nothing more. Garish locations, cutesy characters, crystals to collect, outlandish plot, hundreds of secret items to find, boss battles... The only attempt at innovation is Ty's ability to chuck boomerangs at his enemies rather than lobbing the stereotypical fruit, and the novel means of respawning after you lose a life. Toilets or 'dunnies' as we apparently call them are interspersed throughout each level enabling you to

reappear inside an outback outhouse when you've been caught with your pants down. A source of much entertainment... if you're five years old.

Ty the Tasmanian Tiger is one of those titles that's fun to play without ever raising your pulse rate or giving you reason to hug your PS2 for the sheer joy of gaming. It makes all the right noises and provides quite a few enjoyable, diverting hours of gaming escapism. But without much in the way of innovation or originality it's destined to be lost in the shadows of superior platformers such as *Jak & Daxter* and *Ratchet & Clank*.

/ MIKEY FOLEY



RETURN TO SENDER Ty's only defence against his enemies is a piece of curved wood. Bonza.



VOMIT-INDUCING The Aussie animal characters are oh-so cute.

VERDICT

PSW

UPPERS

- Loads to find and collect
- Boomerangs
- Good sense of humour
- Nice animations

DOWNERS

- Wholly unoriginal
- Silly plot
- Inferior to Ratchet & Clank
- Cutesy characters

GRAPHICS

- Clear and colourful

7

SOUND

- Quality voice acting

8

LIFESPAN

- Loads to uncover and collect

7

OVERALL SCORE

A by-the-numbers platformer that does everything you'd expect and nothing more. It's a polished piece of colourful escapism that'll distract rather than delight.

6

SEGA SOCCER SLAM

WELCOME TO A WORLD WHERE PRO EVOLUTION SOCCER NEVER HAPPENED...

TYPE	ACTION
PLAYERS	1-4
OUT	NOW
PUBLISHER	INFOGRAMES
PRICE	\$99.95
DEVELOPER	SEGA

FOOTBALL GAMES NOW FALL INTO

two distinct camps. On one side you've got the earth-shatteringly brilliant *Pro Evolution Soccer 2* and the long list of wannabes clambering to lick the mud from its boots. On the other side you've got games like *Red Card* that give a two-fingered salute to realism by focusing on arcade style power ups and Vinnie Jones-esque violence. *Sega Soccer Slam* falls squarely into the latter camp with a girly stumble and a pathetic face plant.

SSS (saves space, allows for more critical comment, see?) features four-man teams and absolutely no strategy, guile or imagination whatsoever. One kick launches the ball from one end of the miniscule pitch to the other. Wiggle the controller about a bit to confuse the goalie and - whallop - that's 43-37 to us then. We thought we'd seen the last of balls inexplicably attached to players' feet but Sega has obviously purchased shares in Bostik to give the ball such ridiculously adhesive qualities.

Everything about SSS is amateurish and has no real place on PS2. The intentionally stereotypical British commentator is a humour travesty. The power-ups are visually poor and add little to child-like simplicity of the gameplay. And the outlandish characters look like something an art student

knocked up and then threw in the bin during lunch break at college. Yes, they're that bad.

While the similar *Red Card* got the over the top power-ups and filthy tackles just right, SSS's attempts at doing the same thing are just plain wrong. It might work in the arcades - where Sega is undoubtedly king - but not on PS2. We need more depth, more challenge, and more longevity than this shallow and shambolic attempt at the beautiful game can muster. Come on Sega, you can do better than this. Give us *Daytona USA*!

/ MIKEY FOLEY



GUMBOTS The ball couldn't be any stickier if it was made entirely out of super glue.



IT'S SO EASY Low intelligence = high scoring games.

VERDICT

PSW

UPPERS

- You don't need to know the rules of football to play it
- Catching your privates in your zip seems less painful

DOWNERS

- No depth
- No imagination
- No intelligence
- No fun

GRAPHICS

- Seaman's ponytail is chic compared to this

4

SOUND

- The pseudo funny commentary isn't

1

LIFESPAN

- Becomes samey and boring within minutes

1

OVERALL SCORE

If the Socceroos lost to the Cook Islands, failed to qualify for the World Cup, sacked Frank and put Mark Bosnich in charge, it still wouldn't be as bad as this. Truly shocking.

2

ROBOTECH: BATTLECRY

THEY'RE LIKE INCOMPETENT TRANSFORMERS. ROBOTS DISGUISED AS...DIFFERENT ROBOTS.

TYPE	SHOOTER
PLAYERS	1-2
OUT	NOW
PUBLISHER	TDK
PRICE	\$99.95
DEVELOPER	VICIOUS CYCLE

THE CEL-SHADED BANDWAGON

rolls on. Although, to be fair, the comic book graphical excesses of *Robotech: Battlecry* are more justified than most games. Based on the popular cartoon series, the stylised visuals help to authentically recreate the robotic mayhem that always ensues.

In a similar fashion to *Armoured Core* you get to stomp about high-rise cityscapes fending off the explosive urges of marauding alien invaders.



WHAT ARE WE FIGHTING FOR? The cities are strangely quiet. Either they're all dead or just hiding.

Robotech does a much better job of it too, with clearer visuals, easier targeting and a much more manoeuvrable robot. However, rampaging through a crumbling metropolis is merely a third of what this game has to offer.

In an instant your robot can take to the skies in jet form and wreak havoc *Top Gun*-style. Or you can transform your machine into a hybrid of the two where you get the combined abilities of both incarnations but in a limited capacity. Different missions and situations suit different transformations with the Battloid possessing sniper capabilities at the expense of pace and the fighter capable of long-range attacks at high speed.

Unfortunately the variety and inherent strategy associated with picking the right tool for the job



MIKEY DAY Air combat is the weakest of your three transformations.

does not extend to the story mode missions. Despite masquerading as a combination of search and destroy, protection and escort missions, they all degenerate into a frantic clutter of chaotic destruction. Boss battles highlight the game's lack of depth or strategy with all of them feeling shallow and dated, lacking any of the ingenuity and tactical consideration that games such as *Devil May Cry* exude. It's not particularly deep, nor massively engaging but *Robotech: Battlecry* is still more fun than a lot of the other inferior robot games we've had to endure.

/ MIKEY FOLEY

VERDICT

PSW

UPPERS

- Clear visuals
- Ingenious transformations
- Over 40 missions
- Faithful to the cartoon

DOWNERS

- Awkward camera angles
- Confusing air battles
- Unimaginative boss battles
- Multi-player tediousness

GRAPHICS

- Cell-shading that's more than just a gimmick

7

SOUND

- Authentic radio chatter and explosive effects

7

LIFESPAN

- Missions feel very samey

6

OVERALL SCORE

A pleasant robot romp that corrects many of *Armoured Core*'s flaws but still manages to fall somewhat short of class leaders *Gungriffon*, *Blaze* and *Zone of the Enders*.

6

SPYRO: ENTER THE DRAGONFLY

IT'S CHRISTMAS. SO HERE'S ANOTHER CUTESY PLATFORMER. SEE HOW THAT WORKS?

TYPE	PLATFORMER
PLAYERS	1
OUT	NOW
PUBLISHER	VIVENDI
PRICE	\$99.95
DEVELOPER	CHECK SIX GAMES

IF IT AIN'T BROKE, GIVE IT A PS2

makeover and stick to what worked so well on PSone. That's the impression you get when you first start playing *Spyro: Enter the Dragonfly*. It's much like before, with the cute little dragon wandering around rescuing dragonflies just like he did in the previous three PSone games. So don't go expecting any innovative gameplay leaps. The graphics, though, are much improved, but they're no match for rival *Ratchet and Clank*'s dazzling visuals,



BRUCEY BONUS Spyro's levels don't conform to the usual norms.

which makes the lack of speed even more perplexing. For a game that's based on exploring some huge levels it's a tiresome flaw. Just moving around each area is incredibly laborious. You'll quickly give up searching for all the pick-ups simply because it takes too long to get there.

It's a shame that the lethargic pace spoils your enjoyment because *Spyro* now has some smart new abilities. He can switch his breath from fire to ice to electricity and many of the challenges and puzzles revolve around this new ability.



RACK OF RIBS Barbeque the blob for a quick health boost.

Unfortunately while games like *Jak & Daxter* cleverly mask the colourful childishness with cunning puzzles and more mature gameplay, *Spyro* feels much more like something to keep the kids occupied. It's all a bit too cute for our liking and never seriously challenges the mature gamer.

/ MIKEY FOLEY

VERDICT

PSW

UPPERS

- Distracting mini games
- Clever new powers
- Cute characters
- Nostalgia value high

DOWNERS

- Long loading times
- Bland environments
- Lethargic pace
- Strictly for the young uns

GRAPHICS

- Functional rather than spectacular

6

SOUND

- See PSone version

6

LIFESPAN

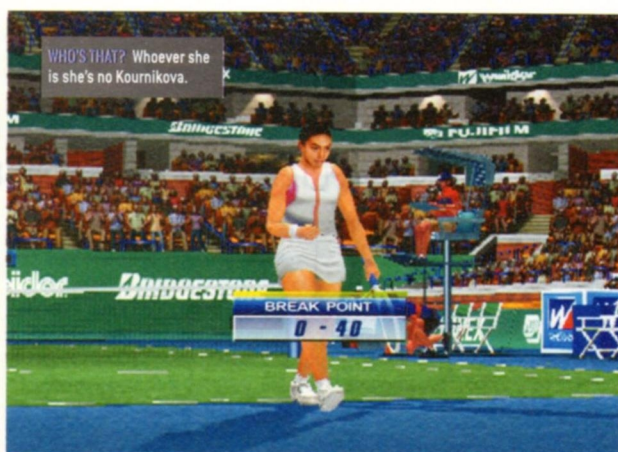
- Not overly taxing but still commendably big

7

OVERALL SCORE

More of the same from *Spyro*, but with a new element of frustration. The incredibly slow pace can make it quite a laborious experience. Kids probably won't mind. We do.

6



VIRTUA TENNIS 2



DON'T BOTHER LOOKING FOR THE FIRST ONE TO SEE IF IT'S CHEAP – THIS IS THE FIRST VIRTUA TENNIS ON PS2.

TYPE	TENNIS
PLAYERS	1-4
OUT	NOW
PUBLISHER	ACCLAIM
PRICE	\$69.95
DEVELOPER	SEGA SPORTS
SEE IT ON DVD	
/ 16 international players / Superb animation / Up to four players	

TENNIS IS A GREAT GAME TO

recreate on PS2, because it's just so simple. It doesn't rely on super-fast graphics, the latest licensed equipment or high-powered sniper rifles. You just hit the little ball, like in *Pong*, and your opponent hits it back. Gentle pocking sounds indicate that all is right with the world. Of course, *Virtua Tennis 2* offers a lot more than *Pong*'s two sliding paddles and square ball. The ball's round now, for a start. That progress stuff, it's incredible, we swear.

While it looks pretty decent most of the time, and key players are perfectly recognisable, it's not

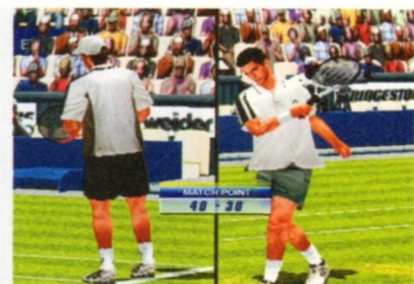
the best looking game in the world. In fact it can be slightly disappointing at times, especially bearing in mind the small levels and relative lack of movement involved in them. You could be forgiven for expecting a little more eye candy. That said, it's smooth and bright if rather simplistic, and never any cause for concern. It does the job. What does stand out is the animation, which is superb. Players stretch and dive for the ball with admirable gusto, but it's the incidental things that add most to the atmosphere. We particularly like the way all the urgency goes out of a player's run once they realise all is lost and the ball is out of reach; they'll even turn their heads to follow it, instead of wandering around randomly like the computer's finished with them some time ago. It's all rather touching. Perhaps a punnet of strawberries or a impromptu vocal rendition from Cliff Richard would cheer them up.

Players can get to the ball with surprising – perhaps inhuman – speed, making the best moments of *Virtua Tennis 2* a nerve-wracking, maniacal reaction-fest in the vein of *Burnout 2*. Only with fewer wheels, obviously... However, there's a slight inconsistency in multiplayer matches where time seems to slow as a player reaches for a distant shot, dragging the pace down and spoiling your timing. In comparison to its predecessor the characters are also rather heavy on their feet and unwilling to turn, despite their upper halves being almost impossibly agile. These

traits do rather turn multiplayer matches into tactical manoeuvres rather than high-speed exchanges – at least from the back of the court, as closing on the net results in far more intense fights – and dilutes some of the purity of the original. On the other hand, unless you've got a PC or a Dreamcast, you won't have played it anyway. So you won't mind.

RETURN TO SENDER

What the eagle-eyed among you will probably already have spotted is that not everything on the court is strictly realistic. These are the mini games of *World Tour*, where you work up your skills until you're so quick the only returns you miss are your tax returns. Just like a real tennis player – it's uncanny. Each task is aimed specifically at a certain area of your game, such as serves, lobs or



NORMAL SERVICE IS RESUMED

THE PERFECT SERVE IS ALL DOWN TO SPLIT-SECOND TIMING

Time the power bar correctly and you can crack off a shot of ultimate power. The line moves quicker the closer to the top it gets, of course, so it's more about anticipation than reaction. But once you get it right, it benefits you... not at all. We never got a serve past a computer opponent, and it's no harder for human players to return than any other shot. Still. You do get this lovely graphic and a deep-seated sense of achievement. Which is, like, really nice. Thanks for that.



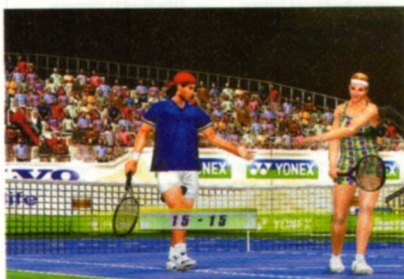
SERVING TIME You can't get a serve past the computer.



NET RESULT Practice makes your players more capable.

aiming, and provides valuable practice from that perspective. They'll also increase your player's stats, making him or her more capable and responsive in the first place. It's even important to rest the player every now and then, or their stamina will drop to the point where you couldn't even beat Anna Kournikova. Not that she's in this game, sadly – Anna and her knickers are under license to appear elsewhere, and despite the claims you might find on the internet, she's not prepared to appear without them. Those pictures were clearly faked. It was most distressing.

Your performances boost your ranking, and it's necessary to reach a certain level before you can enter the various contests, taking in both singles and doubles matches. The problem is that many of these games are extremely hard – knocking down bowling pins might look like fun, but you're going to need at least two strikes and just a handful of pins left standing over five frames to succeed. Similarly, a conveyor belt of prizes should be a



FEMALE PLAYERS They look more masculine every year.



WHITE LINES Reach the ball with inhuman speed.



GREEN PEACE It may feature Seles, but there's no violence here.

/ UNLESS YOU'RE GOOD, YOU'LL SEE CUT-SCENES OF HACKED OFF PLAYERS RATHER OFTEN /

EVEN BETTER THAN THE REAL THING

At least you can recognise each of the players, as we said earlier, which will undoubtedly please fans. Keen followers will appreciate the inclusion of Tim Henman, Ai Sugiyama, Carlos Moya, Tommy Haas, Monica Seles and the Williams sisters (among others). Those who know everything about tennis



THE TIM IS NOW Maybe he'll even win this time around.



BALL BOY You can work up your skills in the mini-games.

will appreciate the appearance of Pat "Should I stay or should I go?" Rafter. There are 16 international players in all, plus the ability to create your own. Don't get too excited, however, as it's nothing to make WWE players sit up and take notice – each facet, such as hair, face and clothing has only three or four options, and none of them are anything like ridiculous enough. We also don't care what colour the end of the racket is. Really. But if you don't feel like persisting with the mini games, it's easy to skip into the tournament mode or the straight tennis playing section, or – better still – start up a two or even four player game. It's not quite the classic version of the sport we'd hoped for, but it'll still keep you entertained once the Australian Open is over for another year.

/ STEVEN WILLIAMS

VERDICT

PSW

UPPERS

- Pick up and play
- Loads of mini games
- The grass really is greener
- Well only than the clay

DOWNERS

- Occasional odd slowdown
- Players a bit lumbering
- Mini games exacting
- Graphics only decent

GRAPHICS - Perfectly acceptable, but no more

7

SOUND - Er... just like a tennis match?

8

LIFESPAN - Healthy single and multiplayer options

8

OVERALL SCORE

VT2 joins *Hitman 2* as a sequel with no earlier version on PS2 but, sadly, there's not as much sniping. It's not quite as brilliant, either, but VT2 is a solid game. Bring me my multi-tap!

8



TIDE FOR THE WIN The water effects are lovely, but the boats are almost too fast to control.

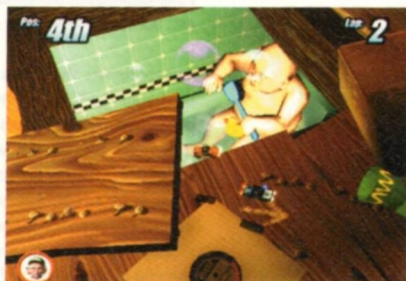


MICRO MACHINES

MAYBE ONE DAY WE'LL TRAVEL WITHIN THE HUMAN BODY IN SUCH TINY CONTRAPTIONS... THAT WOULD BE A FANTASTIC VOYAGE. DON'T THINK ANYONE'S THOUGHT OF THAT BEFORE.

TYPE	RACING
PLAYERS	1-4
OUT	NOW
PUBLISHER	INFOGRADES
PRICE	\$99.95
DEVELOPER	INFOGRADES
SEE IT ON DVD	
/ Big trouble with little cars / It's just like the old games! / But not nearly as good...	

MICRO MACHINES EARNED ITSELF quite a following on PSone (and various other, even older platforms), but sadly that addictive something is gone. In its place comes frustration. The game's smooth speed actually works against it, as many vehicles are simply too fast to be controlled within



DUCK BETWEEN HIS LEGS We're just glad he's not on the toilet.

the distance you can see. Your car (or boat, or motorcycle...) is pinned right to the centre of the screen, giving you a great view of the empty road behind you and around 0.5 of a second to react to the road ahead. Your only hope of victory lies, therefore, in practicing the tracks until they flow through your fingers without ever passing through your conscious mind. This at least lets you concentrate on the occasional armed exchanges afforded by the power-ups, although they're not spectacular enough to really deserve such attention. The individual characters have a wide selection of vehicles but many steer like pigs while accelerating like cheetahs... not a good mix, especially in literary terms. Sorry about that.

Your friends may like the way it looks, particularly the lush rippling of the water and the comedy redneck fan boat, but they're less likely to enjoy the way it all flows in multiplayer. Or doesn't. Lag the whole screen behind the leader (easy with

so many things to get stuck on) and you must sit it out until everybody drops back and you all respawn. This also punishes the leader for getting ahead, which rather negates the point of it all (now we know how Rubens Barichello must feel when he accidentally beats Schumacher and has to let him catch up again). Anyone unfamiliar with the track doesn't stand a chance anyway, so the whole thing degenerates to a session of random explosions as cars stray too far from the course. Once everybody's memorised the track layout, however, things pep up to a steadier level of dissatisfaction as drivers are frustratingly punished either for leading or for not leading.

Stay near other cars, Hoover up the pickups and smash your foes with a giant frying pan and things get much better, however. It's what driving's all about. Unfortunately, close up attacks frequently yield only pyrrhic victories, as your spinning victim is all but impossible to dodge and the collision slows you down even more (but not as much as the loading times). Long-range attacks have more of a chance, but don't look as funny. So it's all a bit mechanical, really, and needs far too much preparation before you can enjoy it. And that's exactly not the point of a game like this.

/ STEVEN WILLIAMS



VERDICT PSW

UPPERS	DOWNERS
- Inescapably cute looking	- Unbelievably annoying
- A change from usual driving	- Dull multiplayer game
- A considerable challenge (!)	- Very awkward view
- Four player single screen	- Control can be patchy

GRAPHICS	- Pretty and amusingly detailed	8
SOUND	- Hideously nice music. Yeeuuch	4
LIFESPAN	- Too irritating to persist with for any real length	3

OVERALL SCORE
Its predecessors might still be well respected, but this is simply too fast and fiddly to be fun. Tracks must be learned by rote and multiplayer is unappealing. Let it go man, it's over.

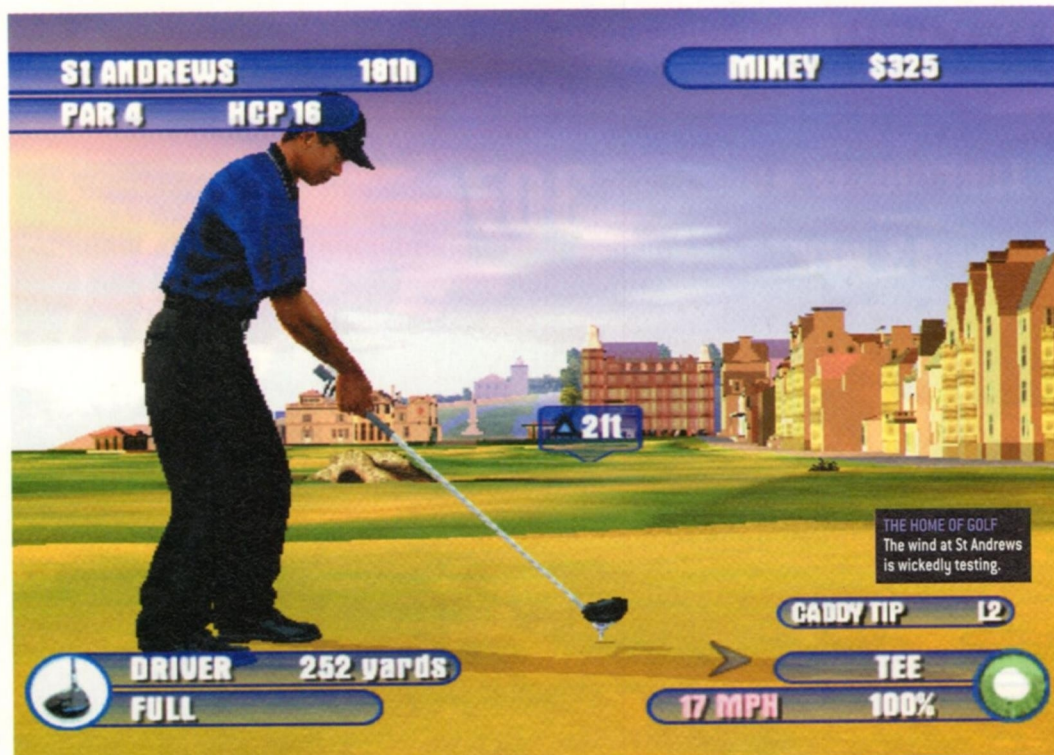
5



TIGRESS The ladies are as skilled as the men and nicer to look at.



UNCANNY Easily one of the best game likenesses ever.



TIGER WOODS PGA TOUR 2003

TIGER WOODS IS A GENUINE LIVING PHENOMENON SO IT'S ONLY FITTING THAT HE SHOULD STAR IN A PHENOMENAL GAME.



TYPE	SPORTS
PLAYERS	1-4
OUT	NOW
PUBLISHER	EA SPORTS
PRICE	\$99.95
DEVELOPER	EA SPORTS

SEE IT ON DVD	
/ 14 scenic courses / Play 17 PGA tour pros / Analogue stick mimics club / Makes golf fun	

"BUT IT'S GOLFI" THAT'S WHAT

you're thinking. "How can PSW award nine to a sport for retired businessmen in cardigans?" The reason is that *TW2003* is not only the best iteration of the sport ever to appear on a console, it's also one of the most satisfying, challenging yet relaxing games we've played this year.

Unlike rugby, horse racing and fishing, golf translates beautifully to the gaming medium. Even if the sport had never existed it would still be an ingenious gaming creation. The secret to golf's compulsive appeal is that its relative simplicity belies layer upon layer of hidden depth. *TW2003* mirrors this by capturing every single facet of the

sport while making the whole experience effortlessly accessible.

In contrast to nearly every other golf game available, *TW2003* doesn't bewilder you with profile views, satellite maps and undulation grids. All of the information you need is right there on screen. Pro players don't have a plethora of graphs, stats and camera angles at their disposal, they work out which club to use and which shot to make from the lie of the land. The game's stunning vistas and gorgeous fairways provide exactly the same scenario, with every slope, divot and patch of rough presented with crisp clarity.

Once you've selected your shot, *TW2003*'s masterful precision swing lets you strike the ball just like the pros. Using the analogue stick to mimic the motion of the club, you can draw and spin the ball with ease. By watching the player on screen and modifying the back swing, chipping is raised to an art form. Golf isn't about clicking a button and hitting an optimum point on a hit meter, it's about judgement and skill, as is *TW2003*.

It's a superb system that tempts you to go for monster drives and then punishes any wayward stick work with wild hooks and slices. It was a little too forgiving in *TW2002*, with most strikes arrowing straight down the fairway, but EA Sports now seems to have perfected the balance. The rough is also far more testing, making for a much stiffer challenge this time around.

All of this golfing perfection would be nothing without a decent range of challenges and *TW2003* complies with a gargantuan selection of game modes. Every match, tournament, scenario, unlocks further rewards (characters, courses,

equipment) while your tour money is used to upgrade your golfers abilities.

The Tiger Challenge will eat up most of your time as you try to beat a range of characters in match play, including current tour stars such as Jim Furyk, Mark O'Meara and Jesper Parnevik. Skill Zone presents some wacky challenges and you get Trophy balls every time you make a monumental achievement (hitting every green in regulation or thumping a monster drive over 350 yards).

With 14 fictional and real world courses, including the home of golf St Andrews, 17 PGA tour pros to beat and unlock and a mountain of challenges and tournaments, *TW2003* will keep you busy for months. No other golf game comes close to its accessibility, comprehensive features, striking visuals and truly superb control method.

/ MIKEY FOLEY

VERDICT

PSW

UPPERS

- Tough rough
- Neat graphical effects
- Plenty of courses
- St Andrews

DOWNERS

- Speed golf
- No fourballs or foursomes
- Rubbish menu music
- No Augusta

GRAPHICS - Superb animation and gorgeous locations **9**

SOUND - Irritating commentators. Switch 'em off **7**

LIFESPAN - It's got more modes than Tiger's got trophies **9**

OVERALL SCORE

As imperious as the man himself. Easily the best golf game ever to appear on console thanks to a first class control method that perfectly simulates the real thing.

9



LIE OF THE LAND Multiple camera angles and lush visuals enable you to see every divot and camber.



WRECKLESS: THE YAKUZA MISSIONS

ALERT! ALERT! IT'S ONE OF THOSE GAMES WHERE THEY'VE JUST PUT SOME GUNS ON SOME CARS – YOUR CAST IRON GUARANTEE OF BANALITY.

TYPE	DRIVING
PLAYERS	1-2
OUT	NOW
PUBLISHER	ACTIVISION
PRICE	\$99.95
DEVELOPER	TRAV TALES

SEE IT ON DVD

/ Endless violent driving
/ Endless pointless shooting
/ It's all so endless...

OH ACTIVISION, HOW YOU TOY

with our affections. One month you have us looking at you adoringly and thinking that you're way too good for us, we love you, we don't deserve you and you shouldn't be wasting your time with us when you've got awesome games like *Tony Hawk 4* to impress other, better people with. Then a mere month later you go and make us cry, hate you, laugh at you behind your back with our friends and remove your number from our mobile phone by putting out an abysmal, formulaic, dull and

puzzlingly pointless race game that we must suffer and wade through rather than enjoy.

Yes, it is *Wreckless: The Yakuza Missions* that has hurt us so. You may recall it was an Xbox exclusive for the month or thereabouts when everyone thought Xbox would rule the world, but now the poor machine is struggling to bathe itself and cut up its own food let alone dominate anything, PlayStation2 has been appointed beneficiary of its once optimistic gaming estate. *Wreckless* is here and we've got to deal with it and get on with our lives.

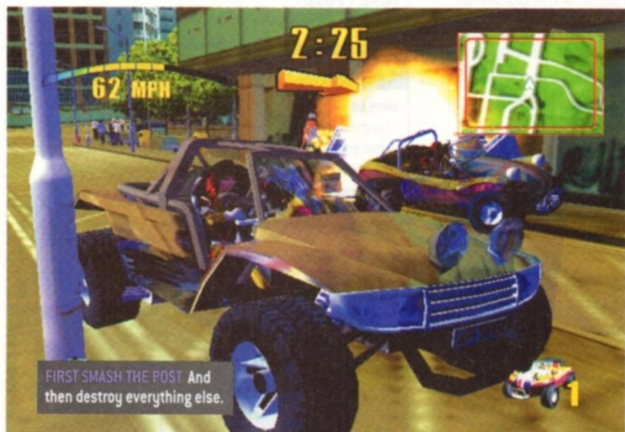
DESTRUCTION IN JAPAN, NOT DERBY

Upon starting the game you're given the option of choosing between two unique storylines, one following a couple of spies, the other following a

couple of saucy lady peacekeepers, both nothing more than thin veneers to point you in the direction of some simple driving-and-shooting gameplay. Each story comes with ten missions to play on Easy and Hard modes, with completion on Hard opening up a further ten challenges. Sounds good, until you realise they're all pretty similar.

Ram some Yakuza cars, get somewhere within a time limit, escort him, drive faster than her, don't crash into that – regardless of the set up and reasoning behind each mission, *Wreckless's* tasks are all basically minor variations on the driving about and smashing stuff up theme. The missions are all pretty short too, with a competent gamer easily able to lick them in a few hours on Easy.

The Yakuza is your constant enemy, taking the form of black cars which do nothing more than act



WAYS OF THE YAKUZA

HOW WRECKLESS TRIES (SPOILER: BUT FAILS) TO DIFFERENTIATE ITSELF FROM THE MASSES OF RUBBISH COMBAT-RACING GAMES.



/ BLURRY SLOW-MO MODE

See how it all goes blurry sometimes? This fact alone could make *Wreckless: The Yakuza Missions* a huge seller if the evidence of the double-dull *Max Payne* is anything to go by. The common slow-motion trick does actually improve gameplay here a little though, with the extra time gained helping to drive/ram/shoot stuff.

ORIGINALITY: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ 0/10
USEFULNESS: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ 8/10



/ ROCKET LAUNCHERS

The cars come with rockets! Wow! What a startlingly new idea! How on earth did they come up with that? Genius, absolute, 24-carat genius. Sometimes we hate ourselves for having to write about things like this. Do you think it's easy? We have to fight back the tears and resort to alcohol to get through every single working day...

ORIGINALITY: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ 0/10
USEFULNESS: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ 4/10



/ TWO SEPARATE STORIES

Play as either the Flying Dragon girls or the inept male spying pair. The interlinking plot sections between the two games are admittedly different, but the missions themselves are all the same kinda driving/shooting stuff we've been playing with and been bored of since the PSone first came out in 1978. Oh, it's just so, so dull...

ORIGINALITY: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ 9/10
USEFULNESS: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ 2/10



/ IT ALSO SEEMS VIRTUALLY IMPOSSIBLE TO DRIVE IN A STRAIGHT LINE /

as an annoyance. Say you do drive a section well, you're surviving, doing a good job, perhaps even enjoying yourself. Then blam! An opposing car appears out of nowhere to ram you head-on, smack you off course, rub you down a wall and point you in the wrong direction ready for another head-on collision. That, sir, is an extremely annoying thing indeed.

JAPANESE MOTOR TORTURE

Tiny touches and scrapes fling your car sideways, with even the lightest of prangs spinning you out of control and into a smack up. It also seems virtually impossible to drive in a straight line. Whether using analogue or digital control the cars remain incredibly twitchy, with the vehicle and game camera constantly readjusting itself and never leaving you sure of your direction. For the missions that require safe, precise driving, this is torture. The delicate blood transporting task which requires you to race across town taking little damage to protect your cargo is a nightmare, with small gaps and roads made a living hell to drive and navigate thanks to the imprecise control.

You have two bonus buttons to play with. Firing rockets is the first and most obvious enhancement, with a second shoulder button used to give you an adrenaline boost. This slows down the action, makes it go a bit blurry, fires in a pounding heart sound effect and gives you extra



time to negotiate tricky sections – a useful if not entirely original feature.

So what is novel about *Wreckless*? Well, the setting is cool, a packed, modern city, full of pedestrians and markets to scythe through, the between-mission story scenes are tinged with comedy and it's enjoyable to try and beat the game's recommended route by smashing through shortcuts hidden by noodle stalls. But the locations are not perfect. While playing there are two individual sets of arrows telling you where to go – the yellow one at the top of the screen shows the 'as the crow flies' direct route to your target, while a second set of red arrows line the roads and point out the recommended road route.

But with ample shortcuts and dead ends to contend with, which arrow do you pay attention to? Follow the yellow one and you'll often end up going the wrong way, follow the red one and you're sticking to the predetermined route and not taking advantage of the game's big and open city. It feels like they created a city, made some cars, then had to hurriedly build a game around the engine.

Wreckless doesn't require much skill to play, and what little force you may exert over

proceedings is ruined by stupid traffic, awkward controls and repetitive missions that ask little more of you than holding down X and not smashing into things too often. In short, *Wreckless* is just yet another piece of evidence proving that any game featuring cars that fire rockets may be automatically and immediately dismissed as piffle.

/ GARY CUTLACK

VERDICT

PSW

UPPERS

- Loads of people and traffic
- Big, big city with shortcuts
- Cool collection of cars
- They all drive on the left

DOWNERS

- Hard to drive straight!
- Frustratingly dumb traffic
- Short, samey missions
- Looks very patchy

GRAPHICS - Basic car models and blocky people

5

SOUND - Default music and the odd spoken instruction

6

LIFESPAN - Enough missions, but they're all too similar

5

OVERALL SCORE

Oh God, it's all so pointless. An average game marred by below-standard control and looks, *Wreckless* is so devoid of interest it might as well not exist. But it does. It's all so unfair.

4



THE GETAWAY

AFTER GOD KNOWS HOW MANY YEARS IN DEVELOPMENT, WE'RE MORE SURPRISED THAT IT'S BEEN RELEASED AT ALL THAN HOW IT'S NOT ACTUALLY VERY GOOD.

TYPE	ACTION
PLAYERS	1
OUT	NOW
DISTRIBUTOR	SONY
PRICE	\$99.95
DEVELOPER	TEAM SOHO

DON'T BELIEVE THE HYPE.

The Getaway is not all it's cracked up to be. Far from the *GTA* beater it promised to deliver, Sony's Team Soho has instead produced perhaps the most disappointing game yet on PS2. Whether it can give *Vice City* a run for its illicitly acquired money is not the issue because, to be as brutally frank as the crims it depicts, *The Getaway* would struggle to menace *Driver* on PSone.

If you've ever visited or lived in London, the novelty value of this game is enormous. Hours can be wasted simply cruising the streets and taking in *The Getaway*'s painstaking attention to detail while attempting to locate familiar landmarks. But, of course, the novelty soon wears off. Sooner than anticipated, to be perfectly honest. This is entirely due to there being absolutely nothing to do. And of course, if you don't know London, then that novelty has no value in the first place.

Exploring *The Getaway*'s London is ultimately a pointless exercise in virtual tourism. You drive around, look at some dull building facades, beat up some pedestrians then get chased by the cops

until you're caught, killed or bored to tears. In *GTA* your curiosity is always rewarded, whether by a hidden package under that bridge or a rampage tucked away in some alley. Here, there's nothing – no power-ups, no side missions, no bonus weapons, no mini-games, no stunts, no personality – save for the cold hard face of authentically recreated concrete.

But there's a heavily scripted storyline standing in for that other game's array of side quests and bonus games. There's a kid to be saved, a crime boss to be punished, and a few hundred corpses to be disposed of. It wears its *Lock Stock* movie heritage proudly, with an MA15+ certificate on the box, a cast of Tourette's sufferers and the kind of indiscriminate violence that only occurs in a Quentin Tarrantino nightmare. Yet when the F-ing starts and the guns go off, it only gets messy.

The Getaway has always worn its narrative focus as a badge of distinction; its linear, plot-driven experience is a world away from *GTA*'s digital playground. The free-roaming nature of *GTA* is replaced with more linear, story driven gameplay, and clearly a great deal of time has been invested

in creating a storyline that unfolds in similar fashion to a movie. Hours of voice recordings, reams of script and the obligatory motion-captured body movements all combine to present lengthy story scenes that are frankly boring. It's hard to care for hero Mark Hammond's plight when he looks and moves like a freshly revived zombie. And all the rhetoric about creating a cinematic experience falls flat when every cut-scene features dull interludes of people chatting on mobile phones.

Delving into the game, you'll find that missions are pretty evenly split between driving like a maniac and shooting like a complete psycho. Usually they take the form of racing to a location, carrying out a job and then getting the hell out of there before the cops turn up. Careering your wheels around town in *The Getaway* is a much more realistic affair than in *GTA*. Launch your motor into a handbrake turn and the chances of screeching off into the distance are pretty slim. It's a much more exacting driving experience with your twitchy machine needing gentle nudges to weave between traffic and avoid the numerous obstacles.

Aside from the adherence to semi-realistic



'ELLO JOHN, GOT A NEW MOTOR?
Fast cars can't cope with much damage.

OI, YOU'RE NICKED SUNSHINE

WOULD YOU MIND STEPPING OUT OF THE VEHICLE SIR?

The London Met are a curious bunch. They seem to reserve no qualms in shooting you for the slightest traffic offence – skipping a red light or driving the wrong way down a one way street, for instance. Once on your tail they'll shoot out your tyres, try to ram you off the road, ignore self-preservation in attempting head-on collisions, and set up instant road blocks through the entire city (though they always leave a gap just big enough for you to drive through – how considerate). But they can't drag you out of a car to make the arrest. So, you, er, can simply drive away. And since when did London bobbies carry guns, anyway?



handling, much of the difficulty is down to the claustrophobic nature of London's streets. There's none of GTA's three lane freeways and wide sweeping bends here. It's all tight back alleys, traffic-clogged high streets and fender bending objects just where you don't want them. But this illusion of reality is dealt a hammer blow to the head when you collide with a bus stop, lamp post or fencing at 100kph without so much as denting them, while your motor is left in pieces. Maybe they're made out of kryptonite – your controller will need to be, as the frustration level escalates and you write-off your vehicle for the umpteenth time against an implausibly solid scenery object. Soon you'll learn to loathe these barriers with the same venom usually reserved for traffic wardens.

Ultimately the in-car sections feel wasted as there's a serious lack of variety when you get into the driving seat. Most of the objectives involve simply getting from A to B without getting nicked, which in gaming terms means driving down a succession of streets following your flashing indicators until you reach a certain destination. There's no street map to allow you to work out your own route. The indicators flash when you need to turn, but can prove very

confusing when you're trying to avoid oncoming traffic, cop cars and lamp posts.

Worse, the blinkers are maddeningly inconsistent, often indicating a turn on a lengthy stretch of straight road or refusing to point the way as you approach a T-junction. You'll frequently find yourself driving round in circles, hitting dead-ends and generally taking twice as long as it should to get anywhere. Things are made even more testing if you get rammed from behind and have your lights shattered. Even if you're a professional cabbie there's no way to use handy short cuts because you're not sure of where to go until the little blinking lights get you. It's a shame you're not given the chance to make your own way through the streets.

INEFFICIENT POLICE

Yet while the driving itself can be quite tricky, actually completing the driving sequences is incredibly easy. Although the police give rabid chase at the first sign of a traffic offence and the city's numerous gangs aren't far from your tail throughout, you never feel in any real danger. In fact, you've got to do something pretty stupid to end up dead. Crashes won't kill you, unless

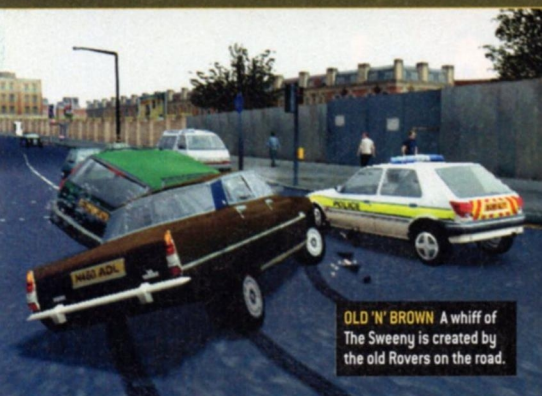


I'M GOOD WITH BOTH HANDS
Is she gonna shoot you or
help? We won't spoil it for ya.

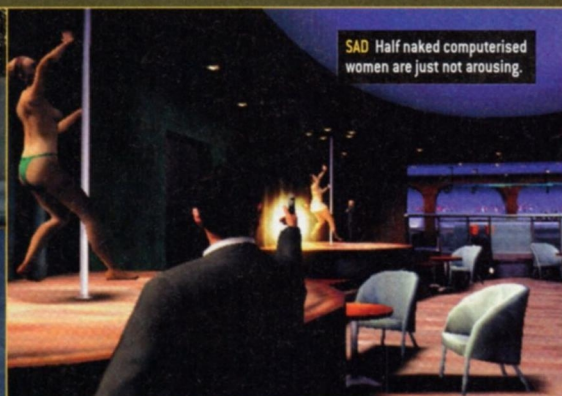


/THERE'S
NO STREET
MAP TO
ALLOW YOU
TO WORK
OUT YOUR
OWN ROUTE
/





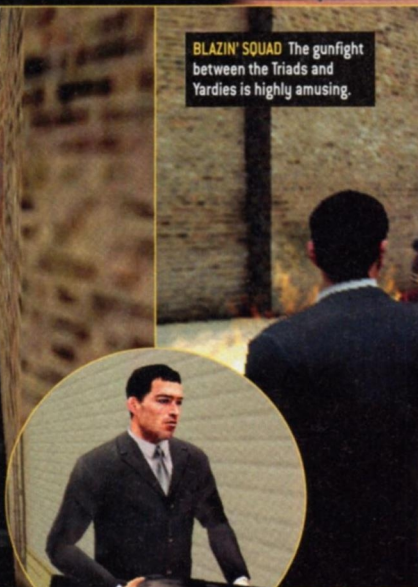
OLD 'N' BROWN A whiff of The Sweeney is created by the old Rovers on the road.



SAD Half naked computerised women are just not arousing.



SHOOT THEM BOTH If you grab a hostage, make sure your enemy cares about them.



BLAZIN' SQUAD The gunfight between the Triads and Yardies is highly amusing.



you don't jump out of the burning wreck, while getting arrested is problematic when the police refuse to pull you out of a vehicle. We once sat bemused for a good five minutes in a stolen car surrounded by a horde of cops all firing endless rounds through the smashed windscreen before, now thoroughly bored, we applied foot to pedal and escaped. We may have got lost and confused many a time while driving, but we never quite managed to get killed or arrested.

/CRASHES WON'T KILL YOU UNLESS YOU DON'T JUMP OUT /

HUGE TURNING CIRCLE

When a job that's a bit different comes along, the general lack of diversity is only made even more apparent. Chasing a prison van and trying to ram it off the road is a rare occasion when you can ignore those little orange lights and concentrate on having some frantic, destructive fun. But after that it's back to following a path through London set by the game developers. There is literally nothing to do out on the streets except follow your indicators to the next mission location. With such a tight narrative it's more than acceptable for the overall game to be rigidly linear, but giving the player so little freedom within the missions is a major failing.

This feeling of helplessness as you're shunted along the game conveyor belt continues through the sections where you get out of the car and dish out some hot lead retribution. Make sure you gain as much enjoyment as possible from driving through London nicking real cars, smashing them up and leaving the rozzers for dead as you motor off into the sunset. When you open that car door and step out into those grimy London backstreets, *The Getaway* goes downhill fast.

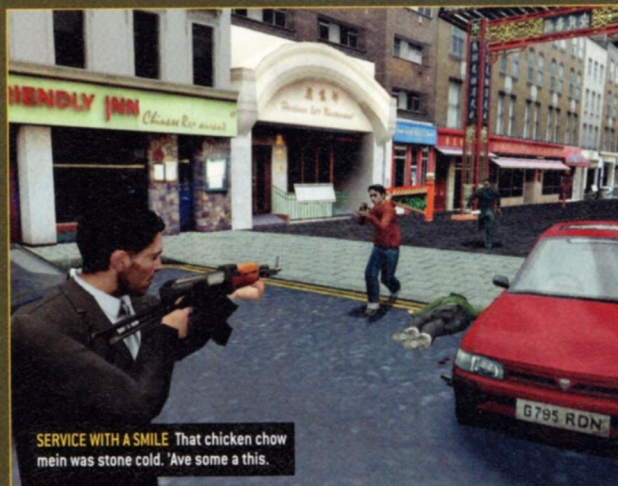
These third-person shooter sections boil down to entering a location, plugging holes in all the

inhabitants and then leaving. Sounds promising, doesn't it? But thanks to a ham-fisted control system, ponderous camera and overly scripted design, they prove immensely frustrating and offer little that resembles enjoyment.

Your character's movement is decidedly clumsy, to put it mildly. Get shot a few times because you got stuck in a corner looking at a wall and you won't be so forgiving or polite. Just trying to turn him in the opposite direction is a massive chore as he sets off in some idiotic circular motion rather than just spinning around to face the opposite way. You're left with the feeling that you're battling against the controls as well as gangs of criminals.

Everything conspires to make shoot-outs an anger boiling chore. The camera takes an age to give you the view you want, so you end up spending an age manoeuvring clumsy old Mark into a suitable position. By this time you may well be full of holes. Entering a room is far more life-threatening than it should be, because there's no way to progress other than by stepping blindly forward and taking hits until the camera finally lets you see just where the bullets are coming from. An auto-aim helps matters, but even that tends to lock on to enemies way off in the distance while the bloke right in front of you pumps away with a





TARGETING TROUBLES

AND YOU THOUGHT GTA3 COMBAT WAS BAD

The main reason the third-person shooting bits fall so flat is the horribly unhelpful camera system. You can't change the view independently of moving, so you've manoeuvre Hammond through his Titanic-esque turning circle just to see anything. The lock-on targeting is similarly sluggish, resulting in clumsy shoot-outs where your mood swings between panic and infuriation. Like an inverse bullet-time, enemies react responsively while you're struggling through treacle. Unfair.



sawn-off. Getting through the game is an exercise in patience and making the best of a bad situation.

At one point we had to infiltrate a mansion and our progress was barred by a series of security lasers. Fair enough, plenty of homes use lasers to keep out burglars, but they're not usually arranged in such a way that only Crash Bandicoot could leap, roll and jump through them. A serious shooting game reduced to platform-style puzzling is bad enough, but when you've got a lead character with the manoeuvrability of a drunken blind man with two broken ankles, it's just plain infuriating.

And that's after enduring a trial-and-error stealth mission where the camera steadfastly refuses to present a clear view of your immediate surroundings let alone what's in the next room or coming down the corridor. Amusingly, half the enemies you encounter conveniently have their backs turned to your approach, perhaps in an effort to compensate for the camera's ludicrous obstinance.

And then there was the boss chase through a police station where you're forced to wipe out the entire Snowhill constabulary before your main target – whom you've absolutely riddled with bullets by this point – once cornered, suddenly loses his invulnerability in a scripted shoot-out that defies all reason.

FAT BUT SKINNY

And on it goes, through twelve missions (and twelve more from another character's perspective) of increasing stupidity and galling inanity as all the while you're cursing the game's most fundamental aspect: the controls. Simultaneously bloated (the sheer size of the environment, the length of development) and malnourished (the core



gameplay and controls), it's just not fun in any way shape or form. Whether you're getting lost in London's endless alleys and back streets or getting shot by people you can't even see in one of London's endless warehouses, *The Getaway* is the kind of game not even a mother could love. Time for another spin around *Vice City*, methinks.

/ DAVID WILDGOOSE

VERDICT

PSW

UPPERS

- The city is absolutely huge
- Vehicle handling is good
- Technically impressive
- Only for adults

DOWNERS

- Very little to do
- Confusing and frustrating
- Driving bits are too easy
- Poor camera and controls

GRAPHICS - Initially impressive but often rough and ragged

8

SOUND - Decent FX, reasonable voice acting, naff music

6

LIFESPAN - Not particularly long and no replay value

3

OVERALL SCORE

A massive disappointment on all accounts. London's a big empty place where not much really happens. You get the feeling the developer would be happier making films.

5



SWEET TRANSVESTITE Superman's get up is super-camp.



JUST PANTS The boring combat is strictly for pre-school gamers.



WALKING IN THE AIR His flying skills are less than impressive and expose the basic levels.

SUPERMAN: SHADOW OF APOKOLIPS

HERO, ZERO OR TIGHT WEARING WEIRDO? SUPERMAN HAS A PROBLEM. AND HE'D LIKE TO TELL YOU ABOUT IT IN CONFIDENCE.

TYPE	PLATFORMER
PLAYERS	1
OUT	NOW
PUBLISHER	INFOGRAMES
PRICE	\$99.95
DEVELOPER	INFOGRAMES
SEE IT ON DVD	
/ Camp behaviour / Robot fighting / A man wearing tights / With pants over them	

SUPERMAN HAS LIVED THROUGH

comic books, classic films, a dire *New Adventures* series and has finally triumphed in recent babe-packed episodes of *Smallville*. But the new videogame isn't based on any of these, instead drawing inspiration from the Saturday morning 'hangover TV' animated cartoon series. And how is this represented on your PS2? With those damned cel-shaded graphics



GREASED LIGHTNING Watch how he plugs that hole! How super.



ROBOFLOP Superman can only be nasty to robots, not humans. Unless they're disguised as humans.

we now officially yawn at. Nice one.

After a lacklustre *Spider-Man* film-to-game conversion, Superman has let down the superhero side even further. Aimed squarely at a young audience, this game manages to zap all of Superman's strength and transform America's greatest hero into an airborne transvestite. Attempt to fly and our hero remains largely static, eerily floating around cluttered shapes of colour intended to represent buildings. Attempting to land on any surfaces other than designated landing points sees Superman humping the largest buildings in Metropolis. How rude of him.

Powers such as X-ray vision, super-breath and heat blast are irritating diversions to the ridiculous



SUPER SIGHT Auto targeting means combat is a no brainer.



HARDMAN He can absorb 156 bullets before a painful death.

missions. Tracking down robbers, saving a school bus and halting urban fire disasters are all so easy. A quick consultation of the radar and in a matter of seconds, Superman is at his destination. Then it's just a matter of picking the correct super power and your mission is accomplished. Robots have to be defeated in Metropolis as Superman can't kill real people, because it's not nice. He can carry bank robbers through the air, pick up trucks and defeat tanks with a twirl of his cape, but human death is not in the plan. Combat consists of tiresome button bashing, while only truly inept or pre-school gamers will use the enemy lock on function which allows swarms of enemies to be defeated with your eyes closed. Literally. You might be playing as Superman but you shouldn't be able to win fights while not observing the action.

Superman: Shadow of Apokolips is a missed opportunity. The cel-shading look doesn't suit the free-roaming gameplay, dancing around like a ballerina doesn't suit the most powerful man on the planet and the missions aren't suited to a super hero. Superman has failed to save PS2 from yet another poor superhero game. Only Batman can rescue us now...

/ RICHARD MELVILLE

VERDICT

PSW

UPPERS

- Decent voice overs
- Amusing cut scenes
- Ability to throw tanks
- Ability to carry men

DOWNERS

- Cardboard city cel-shading
- You can't kill criminals
- Renegade camera
- Ability to carry men

GRAPHICS - Cel-shading, painted by numbers

5

SOUND - Good voice acting but poor effects

5

LIFESPAN - Easy missions and extremely simple puzzles

2

OVERALL SCORE

The thrill of becoming Superman is cut short after you realise he's trapped inside a kiddie adventure, unable to escape, kill humans or observe breasts with his X-ray vision.

3



ALPINE RACER 3

WE REFUSE TO SAY GOING DOWNHILL FAST OR HILARIOUSLY REPLACE SNOWBOARD WITH SNOWBORED. THIS DESERVES BETTER THAN THAT.

GAMERS OWE A LOT TO GRAN

Turismo. Before that mammoth driving dream turned up with more tracks than *City Rail* and more cars than Tommy Vercetti, we'd resigned ourselves to games with three courses and four or five race machines to choose from. It's what we'd grown accustomed to, although we were never really happy with the situation.

Namco was the worst culprit, with *Ridge Racer* still etched into our memories purely because it had so few tracks you ended up racing the same course over and over until you knew it better than your own mother. Even with *Gran Turismo* now having re-defined what we expect for our hard earned cash and consigned the *Ridge Racer* series to history, Namco still hasn't learned its lesson.



Alpine Racer 3 is yet another of Namco's arcade smashes brought to PS2 without any injection of depth or lifespan extending value for money. In an arcade, with two hoofing great skis enticing you to shell out for the novelty, the appeal is obvious. At home, with your wallet 100 notes lighter and nothing planned for the next few evenings, the appeal is far less evident.

The term 'pick up and play' has never been more apt. Steer left and right to avoid snapping skis and mangling bones, tuck to gain extra speed at the expense of manoeuvrability and... off you go. To the developer of this game, depth is something you worry about when you're learning to swim.

Apart from the fact that you're plummeting down snowy mountainsides rather than smacking each other about, the single-player challenge is similar to that of a beat 'em up in that you simply face a series of increasingly more difficult one-on-one battles. The rewarding part of beat 'em ups is learning moves, evolving your style and developing your fight tactics. *Alpine Racer 3* has none of this. The only added involvement is gambling when to tuck for extra speed and when to focus on weaving your way through the numerous obstacles.

Admittedly the racing is a lot of fun and, as a straightforward downhill racing game, it's confidently polished and enjoyably distracting, tempting you back with that 'just one more go' feel. However, it's nothing that will have *SSX Tricky*

worried, displaying far less imagination in course design, minimal tricking distractions and only one other rival on piste. And therein lies *Alpine Racer 3*'s problem. Sooner rather than later you're going to tire of its old fashioned shallowness.

This game conforms to the ancient standard of race the course once and lose. Race it again and remember where most of the difficult sections are. Race it again and actually catch sight of your rival. Finally learn the track well enough to compete before eventually triumphing. Then move onto the next course and do it all over again.

/ MIKEY FOLEY

VERDICT

PSW

UPPERS

- Impressive speed
- Challenging tracks
- Good two-player modes
- Lots of snow

DOWNERS

- Lacks single-player event
- Not many tricks
- Bouncy barriers
- Where did I put *SSX Tricky*?

GRAPHICS - Fast and functional but nothing inspiring

7

SOUND - The usual forgettable music tracks

6

LIFESPAN - Not much to keep you coming back for more

4

OVERALL SCORE

Much more of a straightforward racer than *SSX Tricky* and lacking in any frills or long-term appeal. It's a decent arcade game, but that's where they should have left it.

5

SUBSCRIBE FOR YOUR CHANCE TO WIN

THIS AMAZING PLAYSTATION 2 ACCESSORY PACK FROM THRUSTMASTER!

SIX LUCKY SUBSCRIBERS WILL WIN:

- One Thrustmaster PS2 DVD Zone Free
- One Thrustmaster PS2 Multitap
- One Thrustmaster PS2 16MB Memory Expander



All prizes courtesy of

THRUSTMASTER®

SUBSCRIBE

Why subscribe to Australia's only independent source of PS2 news and reviews? Because you'll get your copy of PSW delivered to your door every month, save a terrific 25% off the cover price and be in the running to win the essential PS2 accessories pack courtesy of Thrustmaster. You know it makes sense!



INCLUDING DVD EVERY ISSUE

Every copy of PSW magazine comes with a DVD rammed with up-to-the-minute, exclusive PS2 footage guaranteed to keep you ahead of the pack when it comes to gaming knowledge. PSW's DVD is the best guide to available to the world of PS2. Here's why...

We're always first with the games you want to see, and every month we bring you new, fresh, exclusive, unseen footage of the biggest titles around.

THE PSW DVD CONTAINS...

News, Previews, Reviews, Game Cheats, a round-up of forthcoming titles AND a complete library of every PS2 game ever released. It's the only way you'll get to see the newest games the same time we do!



HOW TO SUBSCRIBE... IT'S SIM-PLE

1

Call us toll free on
1300 36 1146
Monday to Friday
9am - 5pm EST

2

Fax a copy of the completed
form, with credit card details to:
02 9699 0334

3

Cut or copy the form and
post it with a cheque or
money order, or your credit
card details to
**PSW Subscriptions,
Reply paid 634,
78 Renwick St
Redfern, NSW 2016**

4

Check out our website at:
**www.publishing.next.com.
au/subs**

MAKE LIFE EASY

SUBSCRIBE ONLINE

www.publishing.next.com.au/subs

PLEASE TICK

12 issues at \$89.95 (incl. GST)

- ☐ I'd like to subscribe for myself
☐ I'd like to send a gift subscription

Enclosed is a cheque/money order made payable to Next
Publishing PTY. LTD for \$.....

OR charge my credit card for \$.....

VISA ☐ MASTERCARD ☐ BANKCARD ☐

Card Number.....

Expiry Date.....

Signature.....

Offer expires 26/02/2003

Overseas pricing available on application. Email: subs@next.com.au

PLEASE PRINT

My Full Name.....

My Address.....

Suburb..... Postcode.....

My Telephone Number.....

My Email Address.....

Please send a **PSW** magazine subscription to

Full Name

Address.....

Suburb..... Postcode.....

Telephone.....

TAX INVOICE Next Publishing PTY. LTD.

78 Renwick Street, Redfern, NSW 2016

ABN 88 002 647 645

PSW 008

Terms and Conditions: 1/ Offer is open to residents of Australia and New Zealand except employees of and immediate families of Next Publishing PTY. LTD. and its agencies associated with the promotion. 2/ Only entries completed with these terms and conditions will be eligible. 3/ Entry is by subscribing from **PSW** from issue 8 within the magazine only. 4/ Competition begins 9am Jan 7th 2003 and entries close at 6pm on 26th February 2003. 5/ In determining eligibility the judge's decision is final and no correspondence will be entered into. 6/ The winner will be drawn at 9am on 27th February 2003 at Next Publishing, and results published in issue 11 on sale on 9th April 2003. 7/ 6 winners will receive a PS2 DVD Free Zone RRP \$39.95 each, PS2 Multitap RRP \$49.95 each and PS2 Memory Expander RRP \$49.95 each. Total prize pool is \$839.10 8/ The promoter is Next Publishing PTY. LTD. ABN 88 002 647 645 of 78 Renwick st Redfern Nsw 2016. 9/ Prizes must be taken as offered and are not redeemable for cash. The promoter is not responsible for lost or misdirected mail.

SOLUTIONS

GRAND THEFT AUTO VICE CITY GETS PRISED APART AND FORCIBLY ENTERED BY THE PSW SOLUTIONS EXPERTS.

THE BIT AT THE TOP

MOST SOLUTIONS ARE REALLY VERY straightforward. We tell you where to find the key with the pigmy's gullet carved on it. "Go left at the junction," we write, "and walk down the hall until it ends". It's all very simple and revolves around our ongoing fascination, as gamers, with the locations of small switches. But not this time. *Vice City* is simply the biggest, most open playing area you can find in any single-player game, and becoming the Daddy here takes considerable effort. So what follows is a guide to surviving the concrete jungle that faces Tommy. And as if that wasn't enough, we also bring you - yes! - a guide to where to find the key with the pigmy's gullet carved on it in *LOTR: The Two Towers*. You'll thank us later. Oh, and before we forget, we've got loads more *Vice City* secrets next month, too!

/ STEVEN WILLIAMS STAFF WRITER

GTA VICE CITY

74

■ Get in a car and start shooting is our advice.



LORD OF THE RINGS

84

■ Get in some pizzas and stop exercising is our advice.



MINI TIPS

88

■ Now worthy of their own place on this page.



DON'T BUSH ME, MAN Avoid sorry scenes like this with our guide! Some of them!

GRAND THEFT AUTO VICE CITY

NO GAME HAS MORE PEOPLE EXCITED. VICE CITY IS BURSTING WITH OPPORTUNITIES, AND YOU SHOULDN'T MISS ANY OF THEM. SO KEEP READING...

GRAND THEFT AUTO VICE CITY IS HUGE. In every sense. In pre-orders alone it set records, and it will surely join its predecessor at the top of the charts for some time to come - we hear Santa has already filed a suit against Rockstar for his back problems. And, of course, Vice City the locale is huge. Gigantic. Three times bigger than the already-enormous Liberty City, this Miami-style town is rammed full of crazy secrets, huge jumps, shockingly effective weapons and sneaky police bribes. And naturally, you'll be wondering where they all are. So we're going to tell you. And this is just part one of PSW's complete solution (So it's not complete yet, then? - Ed) to the most

complete game there is, so don't you dare miss next month's instalment. People who miss their instalments in Vice City don't usually live too long to regret it...

SO HOW'S THIS GOING TO WORK?

We won't waste your time running through every mission only to tell you what's obvious to anyone who's switched the game on. You know where you need to go - it's on the radar. So in this main section we present you with the best techniques and general hints known to humankind, techniques and hints unknown even to the vast, technologically advanced alien races spread throughout the universe. That's mostly because *GTA Vice City* isn't

distributed beyond Earth, true, but it's down to our incredible skill a little bit. And they're still dummies. Get those alien dummies! So, this is what you need to know to make your desperate run to freedom and illegal riches successful, to make Tommy Vercetti the ultimate hood. Look to the various panels for more specific help. Chaos, brother!

HITTING THE STREETS: NOT SO EASY RIDERS

Bikes are one of the most obvious new additions, but don't just go for a few joyrides and slip back into the cars. They almost made it into *GTA3*, so they're well and truly integrated with the rest of the game after more than a year in Rockstar's >



MONO It's harder than it looks - see our advice below.



CASH [GUN] POINT Oh look, crime does pay after all.



BE CIVIL The CRX-alike is extremely nimble. Favour it.



BOOM BOX It's quicker to target cars than individuals.



IT'S GETTING HOT IN HERE So take off all your skin...



A PRIVATE FUNCTION Security guards are dumb. See?



LIFE'S A BEACH And then you explode.



hands. The PCJ 600 in particular is extremely fast and manoeuvrable – coupled with a good knowledge of the city, it can often be a better bet than a fast, strong car. Stick to Vice City's many back alleys and use it to slip through gaps too small for police cruisers and you can gain considerable breathing space before the forces can regroup. The PCJ's vibrant acceleration makes impromptu jumps far easier, too. Unlike cars, bikes also let you fire straight ahead, making them a good choice for chase and destroy missions – it's safer and easier than pulling alongside and not being able to see where you're going. You've surely realised it's possible to pull wheelies / stoppies by leaning forward / backwards – your time and distance records are stored in the Stats section – but pay attention to your attitude in the air,

too. Leaning back as you hit a ramp gives a more favourable bounce and greater air, but get yourself flattened out before landing. Wheelies can also help you clear curbs safely. Getting record wheelies is tough, as you need to stay very high, near the bike's balance point and on the edge of looping over. The best method is start from speed (for stability), keep Tommy leant permanently back and rapidly blip the throttle to keep it up high. Holding the throttle too long digs in the mudguard and it's all over – too little and the front falls too low and it won't register. If nothing seems to be happening, it's because you're not keeping it up for long enough (snigger). You need to stay impressive for at least five seconds to get a worthy record. If you're planning to get into trouble and stay on main roads, however, a car's still your best

bet. You can't outrun the FBI, even on a PCJ. Note you can also score records for driving cars on two wheels now... good luck!

LOSING THE THREADS

Unlike his predecessor, Tommy can change clothes at will – vital if you're to gain respect after 200 days in the city. Usefully, they'll get rid of a one or two star wanted rating as well, and cost nothing (unlike the Pay 'n' Spray). There are ten outfits in all, and each one appears first as a disguise for a particular job: your work involves playing various factions off against each other, so you must look like an opposing side in order to create the right retaliation. Here's all ten, along with how to earn them and where to find them afterwards. They'll respawn at these points like any other power up.

THE STREET OUTFIT

A Blue Hawaiian shirt and worn jeans – ten years out of date due to your recent incarceration. Fortunately.

HOW DO I GET THEM?

Complete Rosenberg's 'An Old Friend' mission. Easy.

WHERE DO I FIND THEM?

In any save house

THE SOIREE OUTFIT

A very hip shiny 80s suit, complete with rolled up sleeves and leather slip-ons. No socks. Nice.

HOW DO I GET IT?

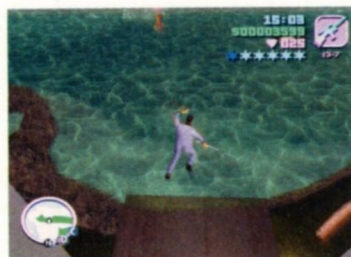
Complete Rosenberg's 'The Party' mission. Also easy.

WHERE DO I FIND THEM?

In front of Rafael's (marked on the map)



KATANA THE WAY Swords: a favoured madman's weapon.



ONE STEP BEYOND Tommy can't swim either. Or fly...



WHAT DOES FBI STAND FOR? Not for this, anyway.



EVERYBODY JUST DIE! Colt 45s are single shot kills.



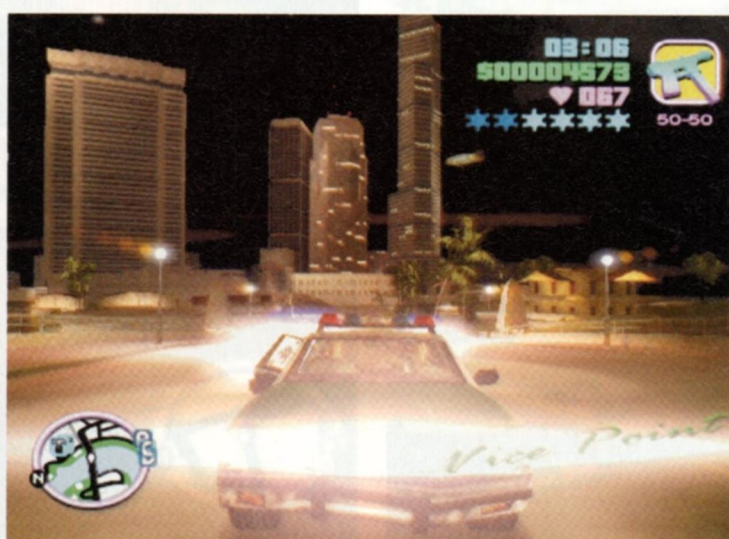
WE'RE GOING DOWN Taking out the pilot with a sniper rifle sends these into a tailspin in double quick time.



NOT NICKED YET The two smoothly-dressed cops in the fast car require a bit more killing than the others.



CARRY ON DON'T LOSE YOUR HEAD The most powerful weapons need manual targeting. Headshots are very effective.



SCRAPE AWAY Enjoy the city, take some time to sightsee and you'll dig up all sorts of useful stuff.

THE COVERALLS

A spectacularly tasteless pair of dungarees that somehow look extremely camp with that baseball cap and the dodgy Hawaiian shirt.

HOW DO I GET THEM?

Complete Rosenberg's 'Riot' mission

WHERE DO I FIND THEM?

Inside Toolled Up in North Point Mall

THE COUNTRY CLUB OUTFIT

Ooof! Red checked trousers and red tank top, plus single golfing glove. Like wearable sick.

HOW DO I GET IT?

Complete Avery Carrington's 'Four Iron' mission. Then leave them alone.

WHERE DO I FIND IT?

Right in front of Leaf Links Golf Club

THE HAVANA OUTFIT

Kamikazi pilot meets poodle rock hair-band look – rising sun and falling street cred. Naff as you like, but addictive.

HOW DO I GET IT?

Complete Avery Carrington's 'Two Bit Hit' mission

WHERE DO I FIND IT?

Outside Little Havana Streetwear

THE COP OUTFIT

Self explanatory, really. It's enough to make you want to bleach your hair.

HOW DO I GET IT?

Complete the 'Cop Land' mission

WHERE DO I FIND IT?

Washington Beach Police Station

THE BANK JOB OUTFIT

Green overalls and a mask. So if you're

crap at bank robbery, you could always join Slipknot and be crap at rock instead.

HOW DO I GET IT?

Complete 'The Job' after buying the Malibu

WHERE DO I FIND IT?

The Malibu Club in Vice Point

THE CASUAL OUTFIT

Jeans and a T-shirt. Very... casual.

HOW DO I GET IT?

Complete Colonel Cortez's 'Treacherous Swine' mission.

WHERE DO I FIND IT?

Inside the Gash at North Point Mall.

THE MR VERCETTI OUTFIT

Respect! You are the don.

HOW DO I GET IT?

Buy the Pole Position strip club in Ocean Beach.

WHERE DO I FIND IT?

WE'D STILL LIKE TO...

MAYBE IN GTA4, EH?

- Be able to steal a pair of rollerblades and perform roll-by shootings, before escaping down thin alleys.
- Tune into a goth radio station and listed to Bauhaus, The Damned and The Jesus And Mary Chain while the DJ gently sobs over the top of it all.
- Find KITT, the General Lee, the A-Team van, the Fall Guy truck... clones of the great 80s TV cars, basically.
- Wear thong swimming trunks and grow a beer gut. There's nothing more intimidating than a fat naked man.
- Get tattooed.
- Swim.
- Ride classic jap bikes of the era, such as Suzuki GSXRs and Yamaha Exups
- Hit the dirt and avoid explosions.



LIGHTNING Storms make roads tricky. So stay off them...



NICE JACKET In a few years he'll thank us for taking it.



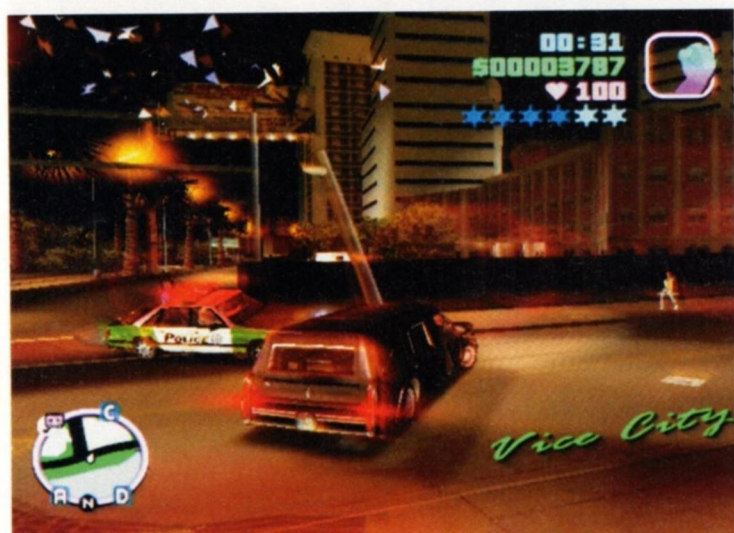
DIRTY SANCHEZ It's nippy, but flighty and weak.



TAKE... THAT There's probably a really good tactical reason for shooting cops in the back. Hold on. Erm...



NO BEARDS IN THIS RPG No, not a role-playing game. A rocket propelled grenade. Which is what it should be.



ABRA-CADAVER The Haitian's voodoo transport at least means that, when you die, you just get in the back. Handy.



AND THE SPARE KEYS ARE IN THE GLOVE BOX It's funny how co-operative a single bullet can make people.

At the Collars & Cuffs clothes shop, nearby in Ocean Beach.

THE TRACKSUIT

Comfy and useful if you ever get really fat on all that money... or like pretending to be in The Royal Rosenbaums.

HOW DO I GET IT?

Complete Ricardo Diaz's 'Supply and Demand' mission.

WHERE DO I FIND IT?

Outside Jocksport in Downtown.

NOW YOU CAN PLAY WITH THE CHOPPERS!

GTA3 had helicopters, but you couldn't steal them. That's been fixed here, but you still can't get one straight away. Desperate? Right. First you'll need to get the roadblocks removed, which means passing the 'Phnom Penh '86' mission for coke

baron Ricardo Diaz. If you ignore the extra missions (don't do any work for Avery Carrington or answer any pay phones) it's only the tenth mission. Aim for the explosive barrels and cars before picking off the surviving individuals and it's not so hard, and shortly after completion you'll hear a weather announcement giving the OK – the hurricane has missed Vice City. The bridges are now open. Buy the Hyman Condo in Downtown and on the roof you'll find a shiny new version of the superb Maverick – clearly based on the ultra-chic Bell Jet Ranger – on its own helipad. The only downside is that a Hyman Condo costs \$14,000, which means quite a bit of work, but we reckon it's worth it to have a chopper whenever you want it.

LOOK AFTER YOURSELF OUT THERE



CRAZY FEELING The whole world is going downhill.

You can't overestimate the usefulness of armour. It'll protect you a bit during high-speed bailouts and those times you get caught too close to an explosion, sure, but it's practically vital for beating missions against multiple foes with shotguns or withering automatic weapons. Locate a supply and keep it topped up as a priority. Generally, if you've got three stars or more and things are going badly, it's worth heading for more body armour above all else (unless you're on a timer, of course). Armour depletes slower than health, so will keep you alive longer. Best of all, tracking down just ten hidden packages results in an endless supply of armour delivered to your hotel, making it a snip to refresh after each mission (you do save after each mission, don't you?). Note that Tommy is also restored to 100 health when you save

– unlike his predecessor – so there's no need to cruise around post-battle looking for pick-ups and accidentally winding up dead. Still need more protection? Beat level 12 of the Vigilante missions and your total possible body armour strength will increase by 50 percent. For Vigilante mode, just steal a cop car and press down on the right stick.

TEST YOUR METAL

When you're under fire, don't overlook the big pile of steel you're driving as useful cover. Obviously you won't when you're actually in it (duh), but some thoughtful parking can do wonders for Tommy's health. If you need to stop for health / armour / weapons during a chase, pull up with the driver's (left) door **ALONGSIDE** the thing you want. Tommy won't be shot



STOP OR I'LL SHIRT Hawlians: scarier than bullets.



TINY CHOPPER The twin stick approach may be easier.



RAMBO Going mental in the police station – note health...



DEVIOUS Stick two fingers to the man up the back alley.



PLEASE STOP Spike strips: avoid like... like spikes.



SHRAPNEL WITH THAT? Don't kill him, he's here to help.



OFFICER, I CAN EXPLAIN Avoid slow cars like... like this.



during the 'getting out' animation, and will pluck the pick up from the street immediately after it ends. Simply hit **A** as quickly as possible again to make your escape. Similarly, if the whole of Vice City PD is bearing down on you and you need to enter a building, park the car right against the door and step straight in. If you're really struggling, buses and coaches are particularly good at deflecting crazed FBI kamikazes and provide excellent cover

from gunfire as you decant and start running. Motorcycles can be ridden right through the doors.

VICE CITY CAR INSURANCE PREMIUMS MUST REALLY SUCK...

You may remember the lists of cars to steal in the docks and hills of Liberty City. Similar pre-crime lists appear here, and the rewards are appreciable – you can get hold of the Hotring Racer without even having to

win any races. First buy Sunshine Autos, then steal and deliver the following vehicles to the garages behind it. Once you've completed the first list, your prize car appears in the showroom and another list appears. There are four in all – the last rewards you with the very tasty looking Hotring Racer.

SHOPPING LIST 1:

LANDSTALKER (wood-panelled Bronco)

IDAHO (2-door, 2-tone 70s barge)
ESPERANTO (similar to Idaho, single colour)
STALLION (2-door Mustang, same as GTA3)
RANCHER (Like The Fall Guy's truck with a full length roof)
BLISTA COMPACT (Honda CRX)
REWARD: The Deluxo. Basically a Delorean, famous for *Back to the Future*, being aluminium and causing the insolvency of its creators. Cool as f***.

GREED IS GOOD

Cash is now king. In the last game you earned millions, but there was little to spend it on – nothing you couldn't steal for yourself, anyway. And now it's worth something it's harder to come by... typical! But get saving, because buying properties opens up all kinds of new challenges and useful stuff, plus your investments reap considerable returns. You've got to spend money to make money... and you'll never go broke if you've got property. Businesses can be put to work and left to coin in the cash for you. All you've got to do is stump up the asking price and complete the attached missions. Once you've done that, they'll run themselves. These are the buildings you're after:

NOW'S THE TIME TO GET YOUR FOOT ON THE PROPERTY LADDER. AND KICK IT DOWN.

BOATYARD

■ COSTS: \$10,000
 ■ MAKES: Up to \$2000 per day. It's also a hassle-free supply of boats. It won't make you a millionaire, but it's a solid start.



KAUFMAN CABS

■ COSTS: \$40,000
 ■ MAKES: Up to \$5000 per day. This is the only place to get the Zebra Cab, should you be into collecting the rarest cars.



THE MALIBU

■ COSTS: \$100,000
 ■ MAKES: Up to \$10,000 per day. You have to own this to see the end of the main story missions. But you want it anyway, don't you?





CAREFUL NOW Step outside and snipe. But not too far...



SPURT REYNOLDS Relax... embrace the darkness.



DOCTORED Explosions, like diseases, are contagious.



OH MY WORD An early mission involves stealing one of these... needless to say, stay off street level when you try it.

SHOPPING LIST 2:

SABRE (2-door Dodge Charger-style muscle)
VIRGO (dull 4-door)
SENTINEL (old Merc-style, nasty bodykit)
STRETCH (limousine)
WASHINGTON (dull 4-door)
ADMIRAL (dull 4-door)

REWARD: Sabre Turbo. An amusing muscle car (clearly a Dodge) with a worthwhile helping of extra punch over the standard version. Identifiable from the weaker car

by the white stripe.

SHOPPING LIST 3:

CHEETAH (De Tomaso Pantera / Ferrari Testarossa)
INFERNUS (Lamborghini Countach)
BANSHEE (Chevrolet Corvette)
PHOENIX (Trans Am)
COMET (Porsche 911)
STINGER (Ferrari Daytona)

REWARD: Sandking. Big, cheesy fun that's

in its element on beach-based getaways. Looks rather like a Paris-Dakar Pajero.

SHOPPING LIST 4:

VOODOO
CUBAN HERMES (be-flamed version)
CADDY (golf buggy)
BAGGAGE HANDLER (duh...)
MR WHOOPPEE (ice cream van)
PIZZA BOY (scooter)

REWARD: Hotring Racer. Fast, great handling and guaranteed to get you noticed. It's definitely worth the extra effort.

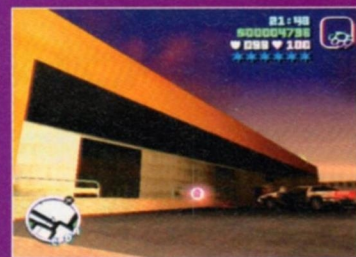
HOME RUN RIGHT IN THE FACE

The baseball bat, while not a new weapon, remains a useful object. Consider this. If you need a fast, strong car *right now* a police cruiser is always a good bet, but the potential for trouble is obvious. If you're

VICE CITY PRINT WORKS

■ COSTS: \$70,000

■ MAKES: Up to \$8000 per day. This is another property you have to own before the final mission opens. It's not much to look at, but it's worth resisting some of the flashier save houses – especially the cluster around Vice Point – in order to budget for this.



POLE POSITION

■ COSTS: \$30,000

■ MAKES: Up to \$4000 per day, once you've spent \$600 in the first room off the hallway. Obviously we can't condone the purchasing of a strip club or the employment of exotic dancers. Or spending money on lapdancers. Or taking a look in the back room when you can...



SUNSHINE AUTOS

■ COSTS: \$50,000

■ MAKES: Up to \$6000 per day, depending on how many of the stolen car lists you've completed. It goes up \$1500 per day per completed list. It also nets you a free Pay 'n' Spray and four storage garages, plus access to the racing missions.



CHERRY POPPER ICE CREAM FACTORY

■ COSTS: \$20,000

■ MAKES: Up to \$5000 per day. Amusingly breast shaped though those domes are, the real business behind this is drugs rather than girls. The supply routes you buy into are the real reason you should go for this early.





TOO SHARP FOR WORDS A gun, a getaway bike and a Gary Bushell lookalike. It's just too tempting for words.



EXCESS BAGGAGE There's little excess to be had in these, in truth. Enjoy the novelty, then dump it.



HIS HEAD'S COME OFF! Sniper rifles are the business. Most useful for...? Taking out chopper pilots with one shot.



CRIMEWATCH Were you in the vicinity on that night? Did you hear anything suspicious? Like screaming?

miles from the station (where parked cop cars are sometimes unlocked), equip the bat, stop a cruiser and try the handle on the PASSENGER side. You'll immediately get one star and the officer will jump out. Knock the Aryan swine out with a single wallop and speed off immediately, leaving him to wander around concussed like some kind of beige fool. So long as no other officer saw you, you'll still only have one star which will eventually, all being well, disappear. Using a firearm to jack a cop car will immediately result in two or even three stars, which obviously take > more time

and effort to wipe clear. The knuckledusters will do just as well, but require more precision and leave you more open to damage.

DROP ME OFF HERE

Don't forget you can now bail from a moving car – just hit the **A** button when at speed. It's a useful tactic on those missions where you must destroy a car, as you can simply speed towards the sea and leap out at the last moment. You may sometimes find your car becomes so badly damaged it catches fire during a chase, too, but you

can't stop because the entire Vice City police force is shoving you down the road: stop braking, speed up and bail. You know it makes sense. It's sometimes even beneficial to do it from a perfectly healthy car, as it's a great way to buy a few vital seconds. Throw yourself from the seat as you pass a narrow alley and your pursuers will struggle to stop and turn round before you shake yourself down and escape into the maze of shops and houses.

LEG IT, BUT NOT STRICTLY LEGIT

Regular running increases the time Tommy can sprint for. At first he runs out of breath pretty quickly and takes ages to get it back, during which time he's very vulnerable, but keep at it and he'll gradually get into shape, sprinting for longer each time. There's a way around his lack of fitness, however – hammer the run button (**X**) instead of holding it down and he'll run for ever. However, he won't get any stronger either should you then revert to the normal method. Try to limit this to the times when you're desperate, and give him a run out when there's nothing on your tail.

INTER GLOBAL FILMS

- COSTS: \$60,000
- MAKES: Up to \$7000 per day. Presumably this is where SBS buys its stuff from. Erotic thrillers from Sweden a speciality. Apart from the thriller bit.



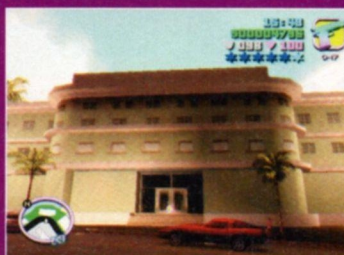
SKUMOLE SHACK

- COSTS: \$1000
- PROVIDES: Just a save point. Not every property has missions, and these won't make money. But they're places to save your game and, in some cases, store vehicles.



3321 VICE POINT

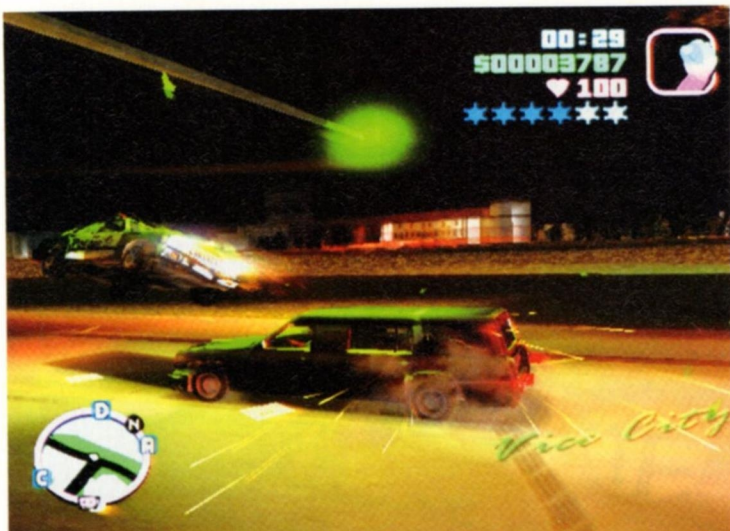
- COSTS: \$2500
- PROVIDES: Just a save point. It's not really worth buying this place, flash though it looks, due to the proximity of Links View and El Swanko Casa. There's no garage here either.



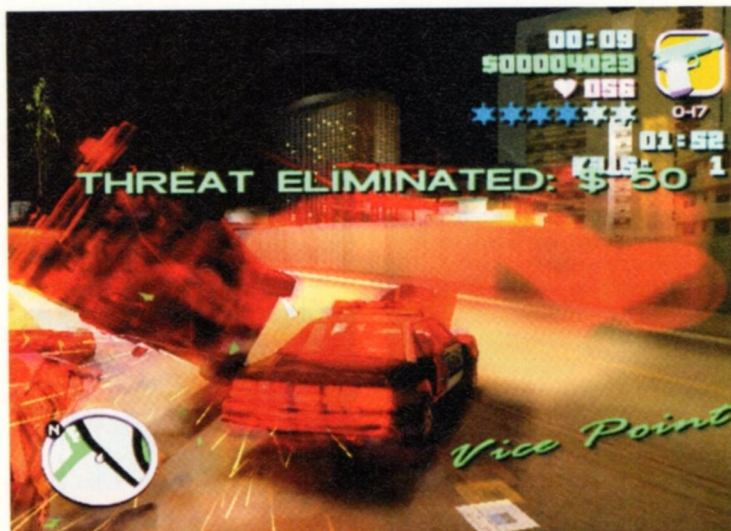
1102 WASHINGTON STREET

- COSTS: \$3000
- PROVIDES: Just a save point. This is only just round the corner from the Ocean View (opposite Rosenberg's) and not really worth it.





OH I HAITI YOU, IT'S SO UNFAIR! Looks cool, handles like there's a body in the back. Oh, there is...



ONE DAY A REAL RAIN WILL COME And it's today. Vigilante missions join ambulance, fire and new pizza delivery chores.



VICE SLICE WITH LANCE VANCE Pizza restaurants are your friends. Head in and get 100 health back at any time.

THESE AREN'T THE VANS YOU'RE LOOKING FOR

Looking for a fast car? Then it's no use driving around looking for one in a Manana (which means 'tomorrow', in case you didn't know) or a Trashmaster. If you're driving a works van you'll see lots of other works vehicles, so if you want an Infernus don't ignore the Banshees or Stingers because they're not quite as fast. Steal one of those and you're much more likely to see an Infernus among the increased amount of sports cars coming past. And if you're in

a part of the city they don't frequent, it's better to either stay on foot and hope (instead of committing to a lorry) or steal something dull for the ride over to a swankier part of town.

YOU'RE A MADMAN, NOW DRIVE LIKE ONE

The police response can sometimes feel overwhelming, but they are fallible. It's just that if you're steaming straight down the road for mile after mile, you're not giving them much of a challenge. The crazier the route you take, the more likely it is they'll crash. Lure them up big jumps, swerve

across the central reservation, brake suddenly and turn off late... it all increases the chances of them screwing up. And if you do have to head down a long highway, swerve violently in and out of the traffic rather than taking the smoothest route – the sound of cop cars losing it and fading away in a swoosh of exploding metal and glass is extremely satisfying. Also, when they manage to get alongside, brake hard. If they're say, on the left, they'll swerve across your bows to the right and miss you all together, leaving you to dip left and continue. This is a particularly satisfying

manoeuvre if there's a car on each side, as they'll collide and take each other out.

FREE HEALTHCARE FOR ALL

The appearance of emergency vehicles can be a pain, as paramedics will resurrect all those cops you've carefully murdered. That's bad news if your health's down. Of course, you could just execute the unarmed ambulance men, but even in a game like this it just seems wrong. The best plan is to steal their vehicle, as the mere act of getting in gives you 20 health. While they're unstable, they're also pretty heavy and

LINKS VIEW APARTMENTS

■ COSTS: \$6,000
■ PROVIDES: One garage and saves. This is the best base in the north of the first island, as it has a garage. Make this place your priority, as it's cheaper than El Swanko.

OCEAN HEIGHTS

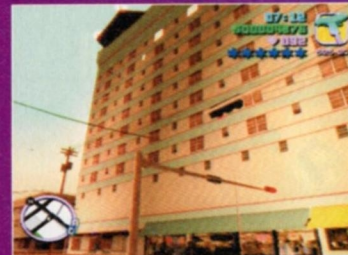
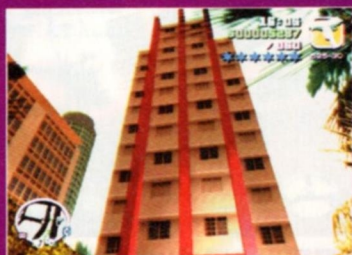
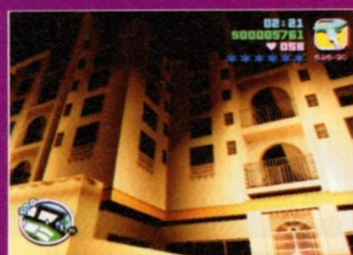
■ COSTS: \$7,000
■ PROVIDES: One garage and saves. Again this is only just around the corner from the Ocean View Hotel, but at least it has a garage, which makes it a better bet if you've got the cash.

EL SWANKO CASA

■ COSTS: \$8,000
■ PROVIDES: One garage and saves. It's called that because it's swanky, by the way, rather than anything else... or at least, we think so. Genuinely flash, it's hard to resist.

HYMAN CONDO

■ COSTS: \$14,000
■ PROVIDES: Three garages and a helipad. This is what you want – get saving now. It even comes with its own helicopter. There's no better way of declaring your superiority.



SHOPS AND ROBBERS

THEY TRUSTED YOU, THEY SOLD YOU STUFF. FOOLS!

YOU CAN HOLD UP QUITE A FEW OF VICE CITY'S SHOPS, AND IT'S IMPORTANT TO DO SO FOR THREE REASONS.

- 1) it counts towards 100% completion
 - 2) it'll net you a bit of extra cash
 - 3) it's bloody hilarious
- Target the clerk with a gun but don't fire, then watch as he stumps up the cash. Wait and he'll cough up more, up to a total of three bundles. Don't bother shooting him – the police are on their way anyway. Note that shop doorways are a deadly choke point, and you can easily get pinned down (officers also like to lurk right next to the door frames and shoot you in the back as you leave). Make sure you've got a few grenades or explosives before you go in, and use them to clear a path. These are the businesses you need to target:

VICE POINT

- Corner Store, just north of Shady Palms hospital
- Dispensary, just west of Shady Palms hospital

NORTH POINT MALL

- Gash
- Music Store
- Jewellery Store
- Tool Up Hardware Store

LITTLE HAVANA

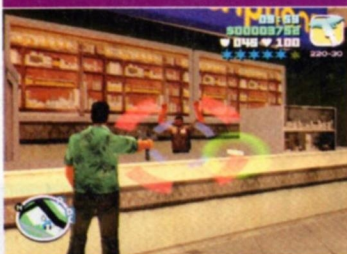
- Deli, just north of police station
- Donut Shop, south of Cherry Poppers
- Laundromat, south-west of Vice City Printing Works
- Screw This, central Little Havana

DOWNTOWN

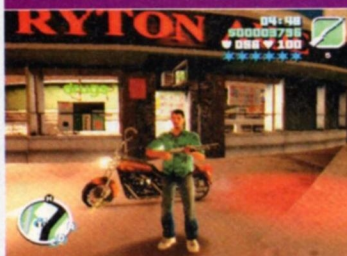
- Pharmacy, east of Well-stacked Pizza
- Jewellery Store, north-east of Well-stacked Pizza

WASHINGTON BEACH

- Bunch of Tools, over the river from police station, then head south



COUGH IT UP. Hold a steady aim and wait.



OBVIOUS Pharmacies, jewellers... do them all!



ON CALL 'Vette style – a quick, strong dependable ride.



WHO YOU LOOKING AT? Use R2 to switch targets.



COP OFF Cruisers are strong, quick and plentiful.



MY NAME IS TOMMY I live on the second floor. Burn!

make reasonably decent getaway vehicles. Then there's the comedy element. And the paramedic missions...

THAT'S SO WET

Tommy can handle almost any situation other than one involving floating – his attempts at swimming seem to involve being face down rather a lot. This makes running around on the jetties and boats rather more nerve-wracking than it should be, as there's many a slip 'twixt dock and ship. Be aware, however, that it's not actually necessary to jump into the boats at all – simply standing next to them on the dock and pressing **A** will make Tommy 'teleport' right into them and take the controls. It might look a bit weird, but it's a



COAT OF MANY COLOURS Well, grey. Always use these.



OOPSY DAISY It's just so easy to accidentally murder police officers, you know, just like that. We're so sorry.

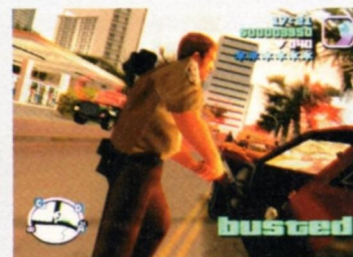


RHINO WHERE YOU'RE GOING Get hold of this and there's not a lot that can stop you. But it still will.

damn sight safer than leaping around near water with this concrete-shoed fool.

WHEN THE GETAWAY GETS AWAY

Sometimes you want to steal a certain car – something particularly fast to make a certain jump, for instance, or just something big and very strong to survive a five star onslaught – and place it for later on in a mission. But when you sprint back, heat on your tail, it's vanished. Annoying, huh? Sadly, you can't avoid this completely, but certain things do help. Running out of a car (so the door stays open) seems to make it more likely to remain where you left it, and parking it at least partially in the road – especially far enough out to stop traffic – also helps. Cars left neatly on the pavement won't fare quite as well.



THAT'S STRANGE Look, they've spelt 'bastard' wrong.

MMM, THAT IS A TASTY BURGER

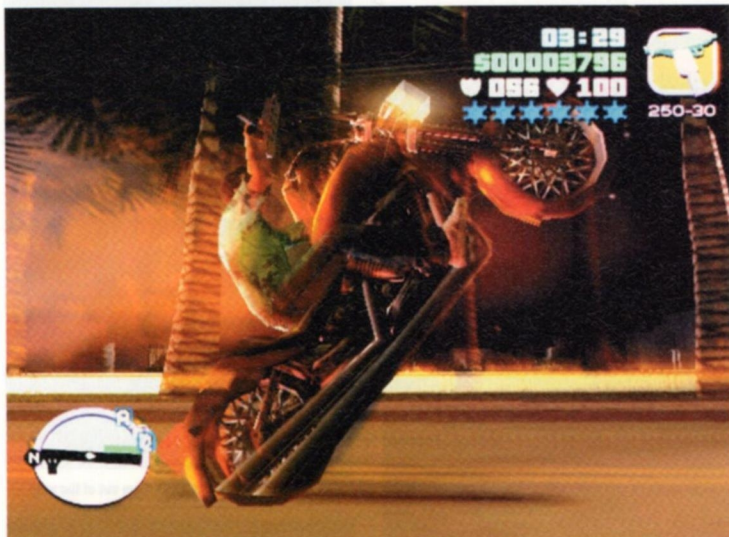
Far easier than memorising the position of all the health pick ups in Vice City, initially at least, is finding a fast food outlet. North Point Mall is full of them, and Well-stacked Pizza is always easy to locate. Simply head in and stand in the pink circle to receive your order – OK, you have to pay an extortionate price of ten or 20 dollars, but it's worth it for 100 instant health.

A ROLLING STONE...

Vice City's a dangerous place. It's not a good idea to stop in a car, ever, unless you're after a little health-boosting tail (*We know you all imported - Ed*). It's simply too easy to get yourself a one-star rating without even noticing, and if you're just sitting there a beat cop can easily take you by surprise. All he needs to do is get your door open and



HEAD ON Phoenix's are disappointingly slow. Avoid.



HELLO LADIES Just imagine 'Cars' by Gary Numan filling the warm night air, right now. Just imagine... imagine...

you're busted. You're also leaving yourself open to a carjacking by any of VC's other crims. If you're quick and you've got an Uzi/Ingrams, you can hit **ESC** and drive-by the son of a gun, but obviously killing cops is only going to complicate your life. If, for some bizarre reason, you're going to just sit around (you don't need to stop for red lights, by the way...) get out. At least then it'll take a bit of a fight before The Man can take you in.

NOBODY SAID IT WAS EASY

Vice City, like its predecessor, has a very user-friendly way of sending you to the police station/hospital if any of your transgressions go too far. *Vice City* even has Kaufman cabs, a firm that delivers you back to the last job you attempted, to make it even easier. But don't be tempted. Reload every time you die or get busted (this is why it's important to save after each mission) and swallow the irritation of driving back to the mission start. Dying/getting nicked relieves you of your weapons and an unpleasant slice of cash, and both are vital. Cash is now harder to come by and more important, for a start. And while you can always get new weapons, you really need to be stockpiling. By far the best tactic is to track down the hidden packages, as for each ten you find will earn you a weapon pick up at your hotel (see separate panel). It's then a simple matter of running over them before each save to build up ammo tallies effectively inexhaustible in even the biggest battle – a massive advantage. You can't do this if you're constantly getting busted, and you're more likely to get busted if you run out of guns at the wrong moment...

A SUDDEN FLASH OF CLARITY



COME CRASH WITH ME Try tempting cops over jumps...

Beware, *GTA3* veterans, this slight novelty among the stars... even once you've cleared your wanted rating, by whatever are your preferred means, you can remain in danger. During the time the stars flash, if you commit any crimes – anything, even the gentlest of fender benders – in view of the police, your previous rating is immediately and fully reinstated. That's right, not just one star, but everything you had before. Think of it as being out on parole. Be careful out there, people.

LOST AND FOUND

You never know what you'll find if you rummage around... well, you do. Hidden packages are incredibly useful, as for each set of ten (there are 100) you'll get something worthwhile. And once you've got all 100 you'll be able to access a very special secret vehicle indeed, the most powerful and deadly machine in *Vice City* – The Hunter. This is no less than a helicopter gunship, heavily based on the US military's deadly Apache. You'll have to fight the army for it once you've unlocked it, but my god, is it worth the heartache... and the blood... You also need to get your hands on it in order to unlock the 'Brown Thunder' mission and complete the game. Here's what the hidden packages reward you with:

- FIND 10** – body armour
- FIND 20** – chainsaw
- FIND 30** – colt python
- FIND 40** – flamethrower
- FIND 50** – sniper rifle
- FIND 60** – minigun
- FIND 70** – rocket launcher
- FIND 80** – Sea Sparrow (amphibious M*A*S*H helicopter thing)
- FIND 90** – Rhino (tank)
- FIND 100** – secret vehicle (The Hunter)



FALLEN "Does this look like the picture to you?"



NICE PLACE YOU'VE GOT THERE Buy the Ocean Heights Apartments down the road and you'll get a garage too.

The first seven appear at the Ocean View Hotel and Starfish Island Mansion bases. The weapon-equipped Sea Sparrow appears only at the Mansion (on the helipad), while the tank and secret vehicle are to be found at Fort Baxter.

TAKE A LOAD OFF

The pauses while Tommy reloads can occasionally prove fatal, so the opportunity to remove them seems too good to miss. After completing 'The Shootist,' a Malibu mission, head into the back of Ammu-Nation in Downtown and take part in the competition on the firing range. Achieving a score of over 45 unlocks 'fast load', which removes the reloading animation and

greatly increases your rate of fire. Shotguns and rocket launchers benefit in particular, compensating slightly for their lack of manoeuvrability.

GREEN LIGHT GO, RED LIGHT EXPLOSIONS

There are plenty of races in *Vice City*, and a good knowledge of the roads can really help. As can choosing the right car in the first place. On the other hand, a rocket launcher can really help too. The races unlocked upon buying Sunshine Autos have entrance fees, but success can easily pay for the property itself. So why not cheat? If you haven't got a launcher yet, try the pool behind the Hooker Hotel.

NEXT MONTH: The location of every hidden package, every useful item and just how to get every weapon in the game. Free!



CAN'T DO IT? Try 'rocking' the bike with brake/throttle.



PENNY FOR YOUR THOUGHTS Tell us what he knows!



ER... Something strange in your neighbourhood?

YEAH, BUT WHAT ABOUT THIS?

WHAT HAVE YOU FOUND? TELL US! TELL US OR THE KITTEN GETS IT!

We want to know your best *GTA Vice City* tricks. Found a sneaky way of completing a mission? A brilliant technique for outrageous stunts? A weird glitch or strange occurrence? A new cheat? Write in and tell us all about it! And the author of the best one wins a free game from the PSW basket, so get writing. Either write to *Vice City Veteran*, PSW, 78 Renwick St, Redfern NSW 2016, or email psw@next.com.au with the subject line 'Vice City Veteran'. The more cunning it is, the better.



ODD ROD One of these is a tank. Can you tell which one?



FLAMING HECK Stab your flaming brand in his mush.



INCOMING Dodge arrows or swat them out of the way.



MENTAL TENTACLES Chop a tentacle off then retreat.

THE LORD OF THE RINGS: THE TWO TOWERS

IT'S NOT THE LONGEST GAME YOU'LL EVER PLAY, BUT PSW HAS BEATEN IT USING EVERY CHARACTER!

WAVE AU REVOIR ORC, GOODBYE GOBLIN AND up yours Uruk-hai, thanks to the sword-brandishing brilliance of PSW's complete walkthrough and cheats guide.

WEAPONS AND UPGRADES

After each mission you're presented with the opportunity to upgrade your character's weapons. There are two reasons why you want to pay close attention to this section: one, the further you get through the game, the better each upgrade looks and performs, and two: they endow your character with the ability to use devastating combos on enemies. And the great thing about repeating these mini combos is that, while they're being activated, other creatures can't damage your character.

Killing as many creatures as possible is all well and good, but maximum experience potential comes from learning to take down enemies as flawlessly as possible. The better your fighting technique (you'll be graded how many Fair, Good, Excellent and Perfect kills performed), the more



OH YOU ARE ORCFUL Some battles are pretty intense.

experience you gain to be converted into point for new weapons and abilities. As the old saying goes, 'practice makes perfect'. Just for the record, new weapon and ability upgrades appear every time your character goes up a couple of experience levels. Just one more point of advice, be careful to choose the weapons that your character will benefit from the most, as you won't be able to buy everything the first time you play through.

Note to completists: You'll be pleased to learn that, although you can't attain an experience level above the Level 10 cap, you can keep amassing enough character experience to buy all of the weapons by returning to all of the levels whenever you want to.

HOW TO BEAT EACH LEVEL

If you include the Prologue, where you get to practice a few basic moves playing as Isildur, there are 12 standard levels to hack, slice and smash through, plus a special mission for those who have attained the rank of Level 10 experience.

PROLOGUE

Difficulty rating: Easy
More of a gentle training session than a full-blown level, you get to watch a few pretty cut-scenes from the film and game recounting the final alliance of men and elves as they take on Sauron and his massive army of orcs, goblins and crazy men with beards, while teaching you how to use a few simple moves (Defend, Speed

Attack, Fierce Attack). No more than a taster of things to come, it's worth following the on-screen prompts to get a feel for the general hack-and-slashery that you'll be facing in all of the levels to come. Again, this is merely a rehearsal.

WEATHERTOP

Difficulty rating: Easy
This is another short-ish level in which you take control of Aragorn to protect Frodo from five sword-wielding Nazgul Ringwraiths. Make sure you keep your flaming torch ignited by pressing X at the fire in the middle of the screen, before attacking each enemy. The best technique for attacking each Ringwraith is to quickly whack it then retreat before it swings at you with a sword. Repeat the process until all five have run away screaming over the edge. If you take too long to dispatch each Ringwraith, they're sense where Frodo is because of the ring, home in and try to skewer him. Basically just dispatch each creature as fast as possible and you should be okay.

GATES OF MORIA

Difficulty rating: Easy
Break open the chest at the bottom left of the screen before heading right and down. Before long, there'll be a landslide followed by an attack by four goblins. Kill them and the four that appear after another landslide a little further down the screen. After the third group of goblin's attack, head inside the cave entrance to the left and brake open the chest. After the cut-scene, where

Gimli is saved from a goblin that ends up with an arrow in its head, take out the three goblin bowmen using your own bow. Ensure that you dodge out of the way to avoid incoming arrows after shooting off one of your own or deflect them by pressing the **○** button. Head east across the waterfall, and after the next cut-scene where Gimli talks about the 'Royal Welcome' you'll get by entering the Mines of Moria, there are more rushing goblins and archers to deal with. Head over to where the archers were and hack down half-a-dozen more goblins and then head east under a stone archway for another bruising encounter with several swarming goblins. At least there's a chest here, so smash it open before heading up the screen to deal with a couple more archers. Follow the path around upwards and to the left, take out two sword-wielding goblins and two more archers. On arriving at the waters edge, walk into the murky depths slashing away at goblins who pop up. The biggest pests are the archers, so while avoiding or deflecting the incoming arrows take them out one by one. There are two more chests to smash open as you make your way around to the tentacled terror that waits.

MORIA BOSS ENCOUNTER

The tentacled Guardian, like many of the bosses in the game, repeats a familiar pattern of attack, so follow these simple instructions and you should be fine. Stand at the edge of the water and wait for the tentacles to appear. When they do, keep



hitting the Deflect button (○) to avoid being knocked over and wounded. When the tentacles stop attacking rush into take a swipe at one of them. As soon as this happens, the huge head will rear up, so quickly loose off an arrow before retreating back to the shore. Repeat this four times and the Guardian will die. If you run out of arrows/throwing axes, there are always some to the left of you on the shoreline.

BALIN'S TOMB

Difficulty rating: Hard

The best advice we can give you here is to keep those combos active to avoid taking too much damage as the goblins and Orcs swarm all over you. It's a pretty intense battle involving all of the characters in the game. Keep on the move, and don't forget to parry blows when you feel that you're being temporarily overwhelmed. Before long, the dreaded Cave Troll will appear, with its intent primed squarely at chewing your head off, so keep on the move, either picking it off with arrows from a safe distance, or dashing in for a fierce attack before retreating. The Cave Troll's giant club is absolutely devastating in terms of taking damage; so only attack it the moment after it's tried (unsuccessfully) to bash your brains in.

BALIN'S TOMB BOSS ENCOUNTER

Considering this is one of the earliest bosses you get to fight, it ranks as one of the toughest in the game. The problem is your character is transferred onto a platform where melee attacks are made

redundant in favour of shooting volleys of arrows into its leathery hide. You can hide behind pillars temporarily, but avoiding the whiplash of its chain is extremely difficult by the fact that, every so often, a sneaky goblin rushes you from the side. Our advice here is to quickly shoot off a few arrows the moment after the Cave Troll tries to whip you with the chain. Hide behind a destructible pillar if you like. As soon as a goblin appears try to take it out immediately – preferably from behind a pillar – to avoid a sneaky whip attack from the Cave Troll. Repeat this process until the wide-eyed beast is slain.

AMON HEN

Difficulty rating: Medium

The trick here is to avoid rushing through each section of the game, as it will only quicken Frodo's death. We're not implying that a leisurely stroll will suffice – far from it! But as the idea is to take out a set number of Uruk-hai before the little fella snuffs it, just make sure that you take time to take down as many of Saruman's armoured fronts as possible before shifting on to the next area. Often this will involve the swift use of a bow before the opportunity to kill the Orcs in question permanently disappears. Wherever possible, break open chests to top up your energy or replenish your arrow/throwing axe supply. Again, when getting up close and personal with the enemy, try to keep those combos flowing, as it vastly reduces the amount of damage your character has to soak up.

AMON HEN BOSS ENCOUNTER

Lurtz, the head Uruk-hai, and slayer of Boromir in the film, is a particularly nasty individual who requires a bit of cunning to kill. To begin with exchange a few arrows with the big lug, before he and one of his willing henchmen rush you. Quickly take out his bow-wielding helper before rushing to hide behind one of the destructible statues. These statues are extremely important in Lurtz's downfall, as each time he swings his huge sword at you, it'll stick in the statue for a few fleeting moments. This will give you a couple of seconds to take a swipe at him using a fierce attack, before dashing behind the next statue. Repeat this process until Lurtz collapses and dies. If you're feeling particularly brave/stupid/skilful, it is possible to take him down quickly.

FANGORN FOREST

Difficulty rating: Medium

This atmospheric incursion into the depths of Fangorn is pretty straight forward in terms of getting from A to B, but a couple of new enemy characters show up, who are tougher than a Cave Troll's backside. The first of these is the particularly cunning dual axe-wielding Orcs, who have a habit of backing off just as you're about to attack them. Watch out for them, especially when they pop up out of the water sections by using a combo attack. The other real menace found lurking within the foliage are giant sword-wielding Orcs: the only way to catch them out is to wait for them to unleash their deadly blade-flashing display, before rushing in to knock them down. An >

WHO'S WHO

CHARACTERS' STRENGTHS AND WEAKNESSES

/ ARAGORN

- **RACE:** Human
- **WEAPONS:** Sword and bow
- **STRENGTHS:** Good all-round weapon ability/fairly agile
- **WEAKNESS:** Not a specialist in any weapon

/ LEGOLAS

- **RACE:** Elf
- **WEAPONS:** Long Knives and Bow
- **STRENGTHS:** Excellent bow skills/very agile
- **WEAKNESS:** Can't take as much damage as other characters and his Long Knives don't inflict heavy damage

/ GIMLI

- **Race:** Dwarf
- **Weapons:** Axe/Throwing Axe
- **Strengths:** Absorbs lots of damage / inflicts heavy damage
- **Weakness:** Quite slow and his Throwing Axe is pretty slow to use

/ ISILDUR

- **Race:** Human
- **Weapons:** Sword of Narsil/Bow
- **Strengths:** Excellent sword and bow ability/absorbs plenty of damage
- **Weakness:** None



alternative, but riskier method is to hold down the **△** button and allow your weapon to build up unleash a flame or energy burst. Note: At some sections of this level you can spot Treebeard watching over the action. Hoom!

FANGORN FOREST BOSS ENCOUNTERS

There are two occasions in Fangorn, where Cave Trolls make an appearance, only this time you can take them on using sword/axe/knife attacks. A sure fire method of defeating Cave Troll every single time is to wait for them to swipe at you with their giant maces, and then quickly dash in to hit them once or twice. It should only take five or six hits to down them permanently, so don't rush in and risk being snatched by one and heavily damaged.

PLAINS OF ROHAN

Difficulty rating: Medium

This level is only tricky if you lose track of what you're supposed to be doing. The vital thing to remember here is that although it's fun to hack all of the invading Uruk-hai to pieces, saving the miserable skins of the villagers is of paramount importance. Every time you hear them cry out for help, you can be sure that you need to clear a path for them, or beat off a few vicious Orcs. After the cut-scene, kill the two Uruk-hai and enter the village. When Gandalf zaps a group of attackers, clean out the rest of the courtyard to free up the first group of villagers. After Gandalf blasts open the door, head inside and save three villagers to the left by smashing the tables, chairs and

water barrels. Wait for another cut-scene, and then quickly run sideways to the left to avoid an Uruk-hai who rushed towards you from outside. Kill it and head up the stairs. Unblock your path and kill the three assailants at the top of the stairs; that's three more villagers saved. Kill the bowman at the door and then go outside. Run forward a bit until the villagers rush by, and quickly press and hold **△** to power up your weapon. Let go of the button just as the giant sword-wielding Uruk is about to swipe at you. Now take out the two enemies on the roof with a couple of arrows and unblock the path, head over the roof, turn right and effectively repeat the same actions to free the villagers. Turn right again and dodge around the burning villager before entering the burning building. Once inside, make your way down the stairs killing the two Orcs before exiting to another courtyard. Help Gandalf kill the Uruk-hai, making sure you stick an arrow in the Orc that is accosting a villager on the second floor in front of you. Smash the debris and exit left up the stone pathway. After the cut-scene, concentrate on unblocking the doorway where the villagers have been blocked in or they'll burn to death, before finishing off the remaining Uruk-hai.

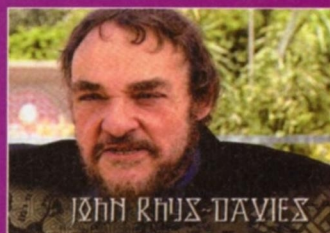
THE WESTFOLD

Difficulty rating: Easy

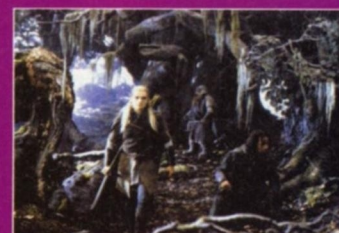
This explosive level is an archer's dream, in that the majority of rampaging Orcs and Uruk-hai can be despatched by fizzing an arrow into one of their bomb-carrying kin. The rule of thumb regarding survival here is

HOW TO UNLOCK EVERYTHING!

BEATING SOME LEVELS OFTEN OPENS UP MORE THAN JUST ANOTHER ONE. CHECK OUT THE FULL LIST BELOW.



BIG JOHN LITTLE JOHN The bearded thesp speaks.



BAD HAIR DAY Elves always use superior shampoo.

BEATING WEATHERTOP UNLOCKS:

- Interview with Peter Jackson
- Interview with Elijah Wood
- Interview with Sir Ian McKellen
- Making of the Video Game
- The Lord of the Rings Concept Art

BEATING GATES OF MORIA UNLOCKS:

- Balin's Tomb

BEATING BALIN'S TOMB UNLOCKS:

- Amon Hen
- The Fellowship of the Ring Production
- Photos

BEATING AMON HEN UNLOCKS:

- Fangorn Forest

BEATING FANGORN FOREST UNLOCKS:

- Plains of Rohan
- Fangorn and Orthanc Production Photos

BEATING PLAINS OF ROHAN UNLOCKS:

- The Westfold
- Rohan and Helm's Deep Production Photos

BEATING THE WESTFOLD UNLOCKS:

- Gap of Rohan

BEATING GAP OF ROHAN UNLOCKS:

- Helm's Deep – The Deeping Well

BEATING HELM'S DEEP – THE DEEPING WELL UNLOCKS:

- Helm's Deep – Breached Wall

BEATING HELM'S DEEP – HORNBURG COURTYARD AND ATTAINING LEVEL 10 WITH ARAGORN UNLOCKS:

- Secret Mission at Orthanc Tower playing as Aragorn

BEATING HELM'S DEEP – HORNBURG COURTYARD AND ATTAINING LEVEL 10 WITH LEGOLAS UNLOCKS:

- Secret Mission at Orthanc Tower playing as Legolas

BEATING HELM'S DEEP – HORNBURG COURTYARD AND ATTAINING LEVEL 10 WITH GIMLI UNLOCKS:

- Secret Mission at Orthanc Tower playing as Gimli

BEATING SECRET MISSION WITH EITHER ARAGORN, LEGOLAS OR GIMLI UNLOCKS:

- Secret Character, Isildur

BEATING THE SECRET MISSION (ORTHANC TOWER) WITH THE SECRET CHARACTER (ISILDUR) UNLOCKS:

- Secret Codes

SECRET CODES

Once you've survived Orthanc Tower, input these codes to increase your power:

HOW TO ENTER A CODE:

1. Begin a mission
2. Press **△**
3. Press and hold **LS**, **RS**, **RT**, **LB**
- 4 Input the specified code sequence

Always Devastating: **△, △, △, △**

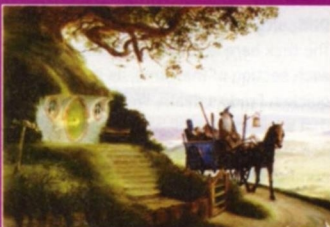
Small Enemies: **△, △, △, △**

All Upgrades: **△, △, △, △**

Invulnerable: **△, △, △, △**

Slo-Mo: **△, △, △, △**

Infinite Missiles: **△, △, △, △**



BEARDY WEIRDY Unlock stunning, original artwork.



BLOOMIN' MARVELLOUS All of the film's actors return.



CODE CRACKER Beating the entire game reveals these.



ORTHANC TOWER Survive 20 levels of mayhem to win.



simple: the moment you see a bomb-carrying Orc rushing towards you, pick him off with an arrow.

Cunning players will have noted that the time to do this is when he's among his own kind, which saves you having to carve their carcasses open with melee combat. Carts carrying explosives also make quite a mess, so try to time their detonation when enemy Orcs are near them. There's nothing else complicated about this level, so get those archery skills primed.

GAP OF ROHAN

Difficulty rating: Medium

This level is extremely short, and pretty easy once you know how to despatch with the Warg-mounted boss. First of all, dispatch with the less powerful Orc Riders before cutting yourself off for a showdown with the fell beasts.

GAP OF ROHAN BOSS ENCOUNTER

Before taking on the boss himself, slash away at his minions as they try to fire arrows and run you down. A bit of swift manoeuvring left and right should avoid any damage being done.

The boss is a different prospect entirely; invulnerable to any kind of attack, he can only be damaged when his mount rears up. As soon as this happens, dash behind him and rapidly attack him with a sword, axe or knife. He'll then proceed to try to run you down to inflict maximum damage while occasionally calling for the help of another easily killable Warg-mounted grunt. Repeat the process until the boss is dead.

HELM'S DEEP - THE DEEPING WELL

Difficulty rating: Hard

The remaining three levels are all pretty tough, especially the Deeping Well section of Helm's Deep. Don't take on any of the Orcs who manage to clamber onto the wall unless your path is blocked, as the soldiers who are already defending it will do that for you. Instead keep running up and down both sides of the wall kicking the ladders away (press **○**). This process lasts for about ten minutes, so keep your concentration and remember to use the deflect button whenever a volley of arrows/fire bombs suddenly rain down on your position. As long as you keep checking every section of the Well, few enemies will actually make it. If a group of Orcs manage to cause havoc and temporarily block your path, quickly dispatch them before carrying on. Remember, there's always a ladder to knock away so keep on the move at all times.

HELM'S DEEP - BREACHED WALL

Difficulty rating: Hard

As long as you take out the bomb-carrying Orcs, who rush at you in what feels like forever, you keep the door relatively undamaged until the inevitable cut-scene kicks in and takes you onto the final level. The door will eventually be overcome, but that's all part of the story. It's up to you to stop it taking too many critical hits from Orcs that manage to get by you for a set amount of time. Sometimes, it's almost impossible to hold back the tide of Orcs, but when they do pass you and head for the

door, rush back and kill them, even if it means a few bomb-carrying Orcs run up to you and cause damage. Don't worry, as there are plenty of health potions to pick up given the intensity of this particular attack. When the giant catapult is moved into place, you need to rush up to it, take out the Orcs who are defending it and then destroy it by constantly battering it with your melee weapon.

HELM'S DEEP - HORNBURG COURTYARD

Difficulty rating: Very Hard

The final level (or so you're led to believe) is a true test of everything you have learned so far. Combo attacks are absolutely crucial to keep the masses and masses of Orcs from overwhelming you. It's also very important to prevent the main gate from taking too much damage otherwise the level will end prematurely. In addition, keep an ear open for the calls of your two companions. Whenever they call for help, make sure you rush over and help them out immediately, or once again, the level will end prematurely. The first call is to help out

a character on the ramparts, the second to kill the archers in roughly the same area. The final call comes to clear out a mass of Uruk-hai back in the courtyard. Just when you think things can't get any worse, two massive Cave Trolls join the party, so concentrate on these two beasts when they appear until one of them destroys the gate by default. This is meant to happen, so don't worry! And that's it...or is it?

SPECIAL MISSION: ORTHANC TOWER

Difficulty Rating: Very Hard

On completing the Hornburg Courtyard level and attaining experience Level 10, players are invited to test their skills against Saruman's minions within the Orthanc Tower. Think of this as a survival test, as once you enter you only have one life to get to the end. As long as your grey energy bar doesn't drop below half way, it replenishes itself to full power for the start of the next level. Try not to allow your character's green energy bar to deplete.

PSW



BATTLEMENTS Kick the ladders away to protect the wall.



BREACHED WALL Take out the bomb-carrying Orcs.

MINI TIPS



CHEATS, NEW CHARACTERS, PSYCHEDELIC SLO-MOTION FIRST PERSON TONY HAWK MODE, AND OTHER UNLOCKABLES.

KELLY SLATER'S PRO SURFER



A TSUNAMI OF TIPS TO ASSIST YOUR RIP.

MASTER CODE

Select the 'extras' option, then go to 'cheats'. Enter **7145558092** at the cell phone.

ALL SURFERS

Select the 'extras' option, then go to 'cheats'. Enter **9495556799** at the cell phone.

LEVEL SELECT

Select the 'extras' option, then go to 'cheats'. Enter **3285554497** at the cell phone.

ALL BOARDS

Select the 'extras' option, then go to 'cheats'. Enter **6195554141** at the cell phone.

ALL SUITS

Select the 'extras' option, then go to 'cheats'. Enter **7025552918** at the cell phone.

ALL TRICKS

Select the 'extras' option, then go to 'cheats'. Enter **6265556043** at the cell phone.

MAXIMUM STATS

Select the 'extras' option, then go to



'cheats'. Enter **2125551776** at the cell phone.

HIGHER JUMPS

Select the 'extras' option, then go to 'cheats'. Enter **2175550217** at the cell phone.

PERFECT BALANCE

Select the 'extras' option, then go to 'cheats'. Enter **2135555721** at the cell phone.

FIRST PERSON VIEW

Select the 'extras' option, then go to 'cheats'. Enter **8775553825** at the cell phone. Pause and go to the 'Camera Settings' option to change the view.

PLAY AS TONY HAWK

Select the 'extras' option, then go to 'cheats'. Enter **3235559787** at the cell phone.

PLAY AS FREAK

Select the 'extras' option, then go to 'cheats'. Enter **3105556217** at the cell phone.

PLAY AS TRAVIS PASTRANA

Select the 'extras' option, then go to 'cheats'. Enter **8005556292** at the cell phone.

PLAY AS RAINBOW

Select the 'extras' option, then go to 'cheats'. Enter **8185555555** at the cell phone.

PLAY AS TIKI GOD

Select the 'extras' option, then go to 'cheats'. Enter **8885554506** at the cell phone.

TRIPPY GRAPHICS

Select the 'extras' option, then go to 'cheats'. Enter **8185551447** at the phone.

GUNGRAVE

IT'S CERTAINLY AN ODDITY, BUT IT'S DEFINITELY A FUN LITTLE SHOOTER. SO IN THE NAME OF ASSISTING YOU, OUR READER, WE'RE COFFIN UP SOME TIPS...

ALTERNATE BOSS ENDINGS

Press **A** to deliver the final hit to a boss to view an alternate kill sequence.

SLOW-MOTION AND CHARACTER SELECT

Complete the game on the easy difficulty setting to unlock the slow-mo and character select options.

ACTION FIGURES AND MOVIES

Complete the game on the 'kick ass' difficulty setting to unlock all of the action figures and movies.

KILLING ENEMIES

Auto-face an opponent and jump in a forward motion or dive to kill an enemy quickly. If you don't auto-face, you can just dive for cover or get away



BLADE 2

LEVEL SELECT

At the main menu, hold **LS** and press **Y, A, X, B, A, B, Y, A**.

INFINITE HEALTH

Pause the game, then hold **LS** and press **A, B, A, B, A, B, A, B**.

INFINITE RAGE

Pause the game, then hold **LS** and press **Y, A, X, B, Y, A, X, B**.

ALL WEAPONS

At the main menu, hold **LS** and press **B, Y, X, A, B, Y, A**.

INFINITE AMMUNITION

Pause the game, then hold **LS** and press **Y, A, X, B, Y, A, X, B**.

DAYWALKER DIFFICULTY SETTING

At the main menu, hold **LS** and press **Y, A, X, B, Y, A, X, B** to alter the task ahead of Daywalker.



NEED FOR SPEED: HOT PURSUIT 2

FERRARI F50:

Press **LS, A, LS, A, B, LS, B, LS** at the main menu.

FERRARI F550:

Press **LS, B, LS, B, Y, B, RT, RT** at

the main menu.

MCLAREN F1 LM:

Press **B, LS, B, LS, A, B, A, B** at the main menu. Alternately, win the World Championship.



WAY OF THE SAMURAI



ALL SWORD SKILLS

Pause the game in versus mode, then hold **R1** and press **R2** (2), **L1** (2), **L2** (2). Release **R1**, then press **R2**. If entered correctly, you will hear a sound.

CHANGE CHARACTERS

At the new game menu with the face, clothes, and sword options, press **L1**, **R1** (2), **L2** (3), **R2** (2), **R2** + **○**. Press **○** or **□** to choose a character.

RESTORE HEALTH

Pause the game, then hold **L1** + **L2** and press **△**, **▲**, **▼**, **■**, **□**, **○**. Note: This cannot be done in versus mode.

VERSUS MODE

At the title screen, hold **L1** + **R1** and press **○** + **○**. If you entered the code correctly, you'll hear a sound. Alternatively, kill the sword smith to unlock versus mode.

TUROK EVOLUTION



UNLOCK ALL CHEATS

Enter **FMNFB** as a code at the 'Enter Cheat' screen.

LEVEL SELECT

Enter **SELLOUT** as a code at the 'Enter Cheat' screen. Then, load a saved game to select any level.

INVINCIBILITY

Enter **EMERPUS** as a code at the 'Enter Cheat' screen.

INVISIBILITY

Enter **SLEWGH** as a code at the 'Enter Cheat' screen.

ALL WEAPONS

Enter **TEXAS** as a code at the 'Enter Cheat' screen. Note: You will only have the

weapons that are available in the current level, not all the weapons in the game.

INFINITE AMMUNITION

Enter **MADMAN** as a code at the 'Enter Cheat' screen.

ZOO MODE

Enter **ZOO** as a code at the 'Enter Cheat' screen. In this mode, you will be able to kill any animal in the game with the war club as a weapon.

DEMO MODE AND MINI GAME

Enter **HUNTER** as a code at the 'Enter Cheat' screen. Besides starting demo mode, you will also be able to play the Target mini-game at the main title screen. Use the D-pad to move the pointer and Fire to shoot.

PLATINUM TIPS

DEVIL MAY CRY

EASY DIFFICULTY

Deliberately use continues while finishing any of the first three levels. An option for the Easy difficulty setting should now appear when you start the next level.

HARD DIFFICULTY SETTING

Complete the game to unlock the Hard difficulty setting.

LEGENDARY DARK KNIGHT MODE

Complete the game under the Hard difficulty setting.

DANTE MUST DIE MODE

Complete the game in Legendary Dark Knight mode.

SUPER DANTE MODE

Complete the game in Dante Must Die mode. Dante will be able to change into a demon with unlimited magic abilities.

ORB LOCATIONS

MISSION 1

- Orb 1:** Before the mission starts, find the small pavilion on the bridge.
- Orb 2:** In the great hall, jump kick to get onto the left side of the stairs.
- Orb 3:** Smash open the third suit of breakable armour you come across.
- Orb 4:** In the room with the 3-Hole mechanism, check the left pool of water.
- Orb 5:** On the right wing of the airplane.

MISSION 2

- Orb 6:** Check under the table just before the statue in the time statue room.

MISSION 3

- Orb 7:** In front of the stone tablet, just up from the broken bridge.
- Orb 8:** Look for a ledge above the doors.
- Orb 9:** Secret Mission One.

MISSION 4

- Orb 10:** Secret Mission Two.
- Orb 11:** Secret Mission Three.
- Orb 12:** Secret Mission Four.
- Orb 13:** Just after you gain the Untouchable, check the highest tower.

MISSION 6

- Orb 14:** When you reach the dead end, jump up to the top right of the ruins.

MISSION 7

- Orb 15:** Secret Mission Five.

MISSION 8

- Orb 16:** Above the horse statues.
- Orb 17:** After the barrier, check out the water pool on the right.

MISSION 9

- Orb 18:** Smash the tombstone to the right of the courtyard entrance.

MISSION 11

- Orb 19:** Secret Mission 6

Orb 20: Inside the gate to the left.

Orb 21: Kill all blades in the well

MISSION 12

Orb 22: Get over to the bow of the ship.

MISSION 13

Orb 23: Just under the door leading to the deck of the ship

MISSION 14

Orb 24: Secret Mission Seven.

Orb 25: Outside the ship, check the pool.

Orb 26: After leaving the elevator, check out the edge of the cliff to the right.

Orb 27: To the right of the bridge.

MISSION 15

Orb 28: Secret Mission Eight

Orb 29: In the room with the blue emblem, smash the wall open.

Orb 30: Before picking up the item in the red emblem room, jump under the stand.

Orb 31: Before you take on Griffon, head up to the highest point of the coliseum where you'll find Orb 31.

MISSION 16

Orb 32: Secret Mission Nine.

Orb 33: Check to the right of the staircase in the great hall.

Orb 34: Jump off the head of the horse statue in the great hall.

Orb 35: In the time statue room, jump under the head.

Orb 36: Secret Mission Ten.

Orb 37: After using the staff of hermes, check the side of the bed.

MISSION 17

Orb 38: Secret Mission 11.

Orb 39: In the dragon room, check the upper right side of the terrace.

MISSION 18

Orb 40: In the third room, look inside the single barrel.

Orb 41: When you reach the dead end, check to the side of the staircase.

Orb 42: In the philosopher's stone room, check the far left corner.

MISSION 19

Orb 43: Check the ledge next to the tower in the mirror world.

Orb 44: After picking up Orb 43, the final orb is in the next tower.





MINORITY REPORT

A VISUALLY IMPRESSIVE SCI-FI WHICH SEES SPIELBERG RECOVER FROM A.I. BUT STILL ADD UNNECESSARY SWEETENER.



DISC INFO

Starring
Tom Cruise
Colin Farrell
Samantha Morton
Max von Sydow
Director
Steven Spielberg
Year 2002
Distributor Fox
Out Jan 22

Minority Report is a game of two halves. First half, terrific: the gritty flair, drama and entertaining foul play you'd expect from an FA Cup tie. Legendary manager Spielberg elicits a stylish team performance with Colin Farrell particularly impressive spinning off Cruise. After last season's shocker, Spielberg proves his ideas can still generate excitement and classy set-pieces: magnetic car chases over Washington DC, robo-spyders and rocket pack sequences leave the crowd yelling: "Come on you Cruuuse!" Second half? Disappointing. The gaffer starts playing to the family enclosure and the team bottles it in the crucial last third. Those keen for yet more comic-book influenced movie action will love this, but anyone hoping for *Blade Runner 2* will be left wondering what went wrong.

Beautifully anaemic in design, the film opens with the sinister idea of Precrime, a justice system that predicts murders, with super-cop John Anderton's (Cruise) flying squad making the pre-emptive arrests. People who haven't even committed a crime get life without even a bit of cheeky courtroom banter. Huh! The plot accelerates as Anderton's own name pops up, and he sets about proving his innocence, rapidly adding weight to Farrell's view that Precrime is flawed. Max von

Sydow and Samantha Morton add solid support as Anderton's boss and chief Precog respectively.

But things take a turn for the worse as a token sprog becomes increasingly important, tainting a deft plot with clichéd sentimentality. If Anderton had been allowed a more disturbing, Kafka-esque battle against the system rather than simply unresolved grief for his dead son, *Minority Report* might have been amongst Spielberg's finest.

EXTRAS

Super-slick menus present documentaries on the stunts, ILM effects and story-to-screen development – unprecedented levels of behind the scenes material for Spielberg, who predictably gets gushing praise from everyone. While the interviews are patchy there are some good peeks at the SFX – check out the split screen sequence where you simultaneously see the rocket pack scenes before and after wire removal and CGI touch-up. Another minor gem is the Archives section where the brilliant original storyboards to three key sequences play with the finished soundtrack laid over the top.

VERDICT As it is, this is great entertainment with awesome effects, but it still leaves you feeling strangely unsatisfied.

★★★★★ Ash Parsons



INSPECTOR GADGET

WE USE NO SCIENTIFIC EXPERTISE WHATSOEVER TO SCRUTINISE THOSE TECHNICAL INNOVATIONS. EXCLUSIVELY!

SICK STICKS

The future fuzz use these nasty batons to instantly immobilise lairy suspects by triggering their vomit reflex. Wouldn't an electric stun gun be simpler and whole lot less whiffy? And think of the endless laundry.

MAGLEV

Environmentally friendly traffic propelled by enormous magnetic levitation runways. Looks great, but surely a whole load of metal rubbish would gradually join in? Instead of potholes, you'd just get thousands of abandoned shopping trolleys floating along and wrecking your new paint job.

ROCKET PACKS

Just one real problem: the arse burns. Could possibly get round this with heat-deflecting foil pants.

SONIC BOOM GUNS

A brilliant effect in the film but really, how could this work? Likely to be as indiscriminate as a sawn-off and surely unfair on nearby pensioners who have their hearing aids turned up to eleven.



DON'S PLUM

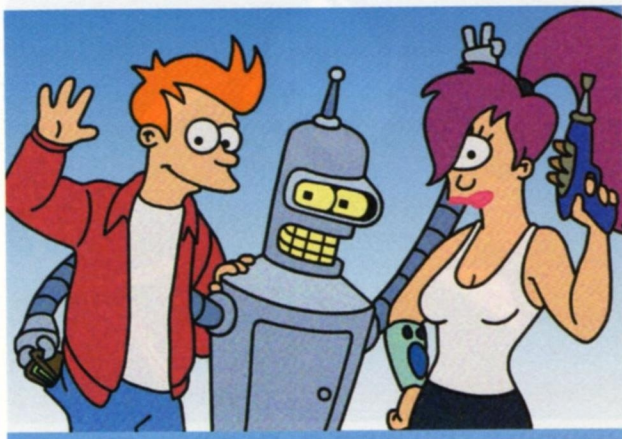
Starring Tobey Maguire Director R.D. Robb Year 1995 Distributor Fox Out Now

No one wanted you to see this film and after watching it I understand why. While publicised as shocking the only shock is how little story and direction was put into the making. Simply put *Don's Plum* is average in every way. The acting isn't particularly bad but left to improvise the dialogue, Maguire and co are reduced to childish toilet talk for most of the film. While each character has his or her own pathetic life story, the narrative is too contrived to receive any sympathy from the viewer.

EXTRAS: DiCaprio and Maguire's seven-year fight with director and one time friend R.D. Robb to stop the theatrical release of *Don's Plum* leaves the film with little in the way of extras. Some extremely lame biographies of cast and crew and gallery photos accessible on any fan website are it. Plus the added joy of previews for other films you wouldn't want to watch anyway.

VERDICT: While a cult following may eventuate due to the all star cast, avoid this film unless you're an insomniac.

★★★★★ Vanessa Morgan



FUTURAMA: SEASON ONE

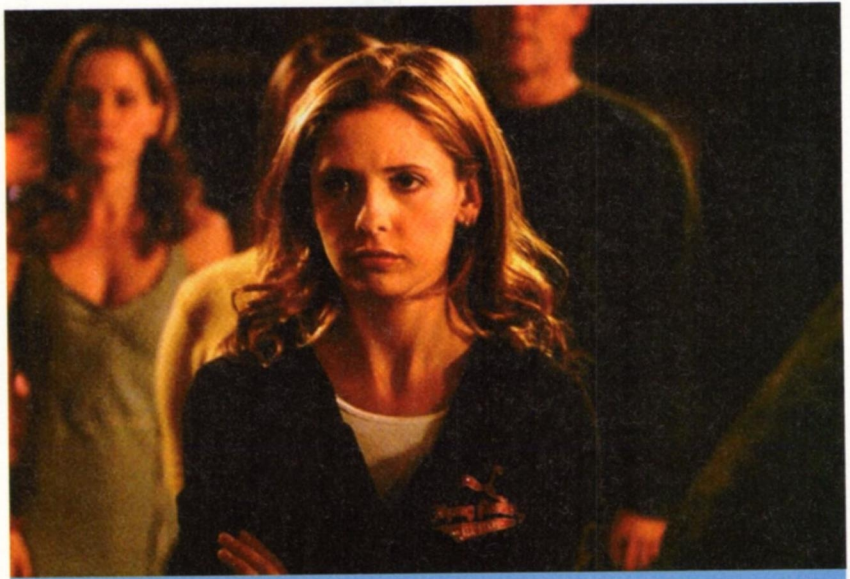
Starring Billy West Director Matt Groening Rating PG Distributor Fox Out Now

Australian television is only just screening Season 3 and while it seems to improve with age *Futurama* was axed after just five seasons. *The Simpsons* had in their favour a familiarity of circumstance, a suburban lifestyle, allowing us to fall easily in love with the dysfunctional family. While we aren't strangers to sci-fi, the slacker in space storyline is not as easy to relate to.

EXTRAS: The extras on the DVD series read more like a fan site with large amounts of material previously destined for the bin ending up on the DVD. The deleted scenes are almost painful to watch in that they are woefully not funny. While the storyboards and audio commentary may hold your interest, the featurette *Animatic from Space Pilot 3000* is fascinating for those interested in the animation process and how they decide on design and story elements.

VERDICT: *Futurama* had a hard act to follow in their yellow predecessor but will easily find a fan base that should grow into a cult following.

★★★★★ Vanessa Morgan



BUFFY THE VAMPIRE SLAYER: SEASON 5

IS THIS THE GREATEST TV SERIES EVER MADE? OR HAS IT BEEN SURPASSED BY SPIN-OFF ANGEL? DISCUSS.

Starring Sarah Michelle Gellar, Anthony Stewart Head Director Joss Whedon Rated MA 15+ Year 1999 Distributor 20th C Fox

Now lets refresh. Buffy finally replaces the love of her life, Angel, with Riley Finn, however, much to my joy, he leaves her. Spike returns to town again.

He turns former dim-witted classmate Harmony, realises he is in a love-lust-hate relationship with Buffy and makes a Buffy bot. All this in time for Dawn, Buffy's new found 14-year-old sister, to appear bringing with her the end of the world and ultimately Buffy's death. As you can see we have moved a long way from Joss Whedon's simple premise of the 1992 movie: the blond girl in the alley doesn't have to be a victim but can fight back. Up until Season Five the show held an upbeat edge towards the evil going on within Sunnydale. No matter what happened the Scooby gang would always be able to band together to stop the impending doom with as many laughs as tears. Season Five showered change on the merry men, bringing with it the pain of not only relationships and adaptation but of loss. This season the Scooby gang grows up. With action often taking a back seat to a character-driven plot, this season Buffy is steered into something even darker than demons lurking beneath the surface, the human heart. "The Body" is one of the most heart wrenching and well

thought out episodes of the season, pushing the actors to their finest and reducing fans around the world to tears. It is deliberately hard to watch because we are unerringly within the character's space in a time of ultimate sorrow.

Joss Whedon is always reinventing his characters with as much planning to their development as to place hints throughout seasons sometimes two years ahead. His forethought is what makes *Buffy The Vampire Slayer* a success. **EXTRAS** Audio commentaries in general are often hit or miss. They either talk too much or too little or are just plain boring. The best commentaries come from the interaction of a group of contributors or in this case someone with a real passion for their creation. Joss Whedon knows this show and his characters the way one of us knows our closest friend. Thought patterns, the right buttons to push and how each would react in a tragedy and it comes through in the way he talks about his creation. The extras are like support material for a great book, witty and informative they add to the story, present the characters and let you in a little to what the road trip of *Buffy The Vampire Slayer* is all about. While there is pressure to lump a DVD with as many extras as possible Season 5 is nicely weighted with only extras of quality.

VERDICT I remember two male friends saying they could never get into *Buffy*. Whether that was because they were faced with a heroine or the girlie talk between the action, they didn't think they could relate. Then they actually sat down and watched. Not a show that can be jumped into at any point or season it's best to go back to the beginning and fall in love with the series.

★★★★★ Vanessa Morgan





MEN IN BLACK II

WHO LET THE DOGS OUT? THE FIRST WAS GREAT. THIS SEQUEL LESS SO. BUT IT DOES HAVE PUDDY FROM SEINFELD.



Starring Tommy Lee Jones, Will Smith **Director** Barry Sonnenfeld **Rated** PG **Year** 2002 **Distributor** Columbia TriStar

There is always a sequel! No longer is it possible to let sleeping dogs lie and satisfy the public with a great stand-alone film. How would we feel if a sequel were attempted for the likes of *Blade Runner* or *Pulp Fiction*? The quality of the predecessor could not be lived up to due to expectations, hype and nostalgia. And let's face it we all know that sequels are about money and not about quality. *Men in Black II* drags us back to all too familiar territory, recycling elements from its predecessor without stretching itself beyond what the 1997 original achieved. As a comedy the plot isn't too disappointing; yes it's thin sometimes to the point of transparency but the storyline isn't why we watch films like *MIIB*. It's about some kick arse action with a little style and the two big Hollywood stars. The banter between Tom Lee Jones and Will Smith is what made the original a success and although you have to wait 25mins for Jones to appear those darn postal worker shorts are what it's all about. The chemistry between Jones and Smith is what keeps the film moving and lifts the humour of the weak visual gags. Yes, we all know what a big gun is a metaphor for and we don't need it revisited for a second time. Working in its favour is the length of the film, short and sweet; it is a nice break from the 3-hour epics of late. It's also nice to see Lara Flynn Boyle's rapidly

decreasing body weight can find her an apt role as an alien ruler. Only slightly more fitting is Michael Jackson's cameo. With all the weird news surrounding him it is good to see he can take a joke especially when aimed in his direction. Other than the regurgitated cheese of the film, the leading source of irritation is the two heads of Johnny Knoxville of MTV's *Jackass*. Please help me keep him away from the screen!

EXTRAS Extras, Extras, Extras! So many hours of extras! It seems these days that the DVD extras are planned alongside the production schedule, second camera crew, multiple interviews of cast and crew and oh yes the non stop audio commentaries. The *MIIB* DVD planning goes as far as having featurettes made of stars from the release country participate in a to camera interview. The point of these interviews is to take celebrities and prove their alien ways.

While you can see how this might work in the US, or maybe even UK, it is an undeniable flop here. The selected Australian stars are not universal enough in their appeal and not being actors fall flat on their face on camera. There are great features to this DVD, however as with other blockbusters they seem to be overlapped by the crap. Go straight to features such as special Delivery: *MIIB* Orb, Creature features, DVD ROM and maybe even the audio commentary.

VERDICT You may sense a feeling of déjà vu with the storyline of *MIIB* but the film was created for us to relax our minds, not stimulate them, so it gets by with second-hand jokes, large guns and even larger spending on CG. *MIIB* cost a ridiculous amount of money for simplistic comedy but whether it will stretch to a third film for Sonnenfeld and his well paid cast, only the money counters can say.

★★★★★ Vanessa Morgan



NEON GENESIS EVANGELION

Starring Amand Winn Lee **Director** Anno Hideaki **Year** 2001 **Distributor** AV Channel **Out** Now

We aren't often granted the privilege in Australia of receiving a boxset of this quality for an anime series. Of course *Neon Genesis Evangelion* is not just any anime, but possibly the most recognisable and unequivocally one of the best series to date. *Evangelion* has surpassed what many saw as the limits of anime in story and design. The boxset comprises eight discs encompassing the series, with the exception of the *End of Evangelion* and *Death and Rebirth*, two altered endings created to fill the void left when the series concluded.

EXTRAS Sadly the let down of the boxset is that the DVD is devoid of extras. While abundant on the two alternative ending releases, the boxset comes with little more than character bios on each of the disc. Other than the presentation the real advantage of the DVD is the language option, English or Japanese, and subtitles.

VERDICT If only we all had endless bank accounts this would be on every anime fan's shelf for the New Year.

★★★★★ Vanessa Morgan



VAMPIRE HUNTER D: BLOODLUST

Starring Andrew Philpot, John Rafter **Director** Yoshiaki Kawajiri **Out** Now **Dist** AV Channel

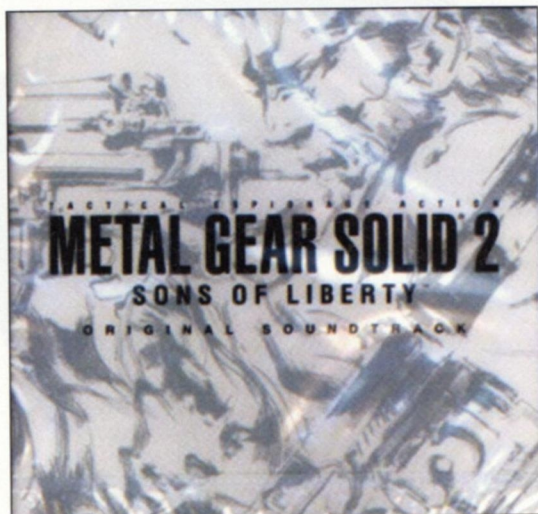
Yes, it's anime! So we are in a post-apocalyptic future only this time it's not aliens we fear but vampires. The main character D is part spaghetti western, part Gothic hero carrying with him a melancholy and loneliness as a bounty hunter of the undead. Lovers of anime would be familiar with Yoshiaki Kawajiri as the director of *Ninja Scroll* and *Wicked City*; his work is always striking, offering beautiful design of characters and story. The story is often a little hard to follow but this is easily forgivable.

EXTRAS I love the storyboard to feature comparisons, they always provide more information about the creative process than mere words can. I believe most people to be predominantly visual, so this feature allows us to soak in the beauty of the animation without placing too much focus on trying to comprehend the meaning. Unusual for an anime DVDs is the behind the screen featurette, this disc contains a 'making of' with interviews with artists, production crew and the amazing Yoshiaki Kawajiri.

VERDICT Stylistically dramatic Kawajiri bestows beauty on the demon world, with each drawing an artwork in its self.

★★★★★ Vanessa Morgan

SOUND STATION



METAL GEAR SOLID 2: SONS OF LIBERTY

■ Label: King Records

■ Composer: Harry Gregson-Williams

■ CDs: 1

■ Verdict:

★★★★★

Much like the game itself, Harry Gregson-Williams' OST for *Metal Gear Solid 2* leaves one feeling as if they'd just experienced something more stereotypically cinematic than is desirable in a videogame. While the

music itself is unquestionably solid on a technical front, it lacks the individuality necessary to make comparable to the classics of the genre. Put simply, most of the tracks simply lose their pizzazz when not bolstered by the game's hugely impressive cinematics. There are some notable exceptions to this - such as the *Metal Gear Theme* itself - but these are far too sparse to make this soundtrack anything more than a recommendation for fans only.



FINAL FANTASY XI

■ Label: DigiCube

■ Composer: Nobuo Uematsu

■ CDs: 2

■ Verdict:

★★★★★

Okay, so the game hasn't been released here and probably won't be within the next decade - but that doesn't mean you can't buy the soundtrack, right? Especially when you consider just how damn good it actually is.

Completely free of the game's many reported woes, Uematsu and co have crafted an immensely enjoyable and surprisingly original gem that starkly contrasts with the rest of the *Final Fantasy* back-catalogue in a very good way. *Battle in the Dungeon* and *Opening Theme* aside, every track on these two CDs stands out as enjoyable and yet completely different from anything else previously done in the series. Indeed, this is an excellent recovery from the tepidity of *FFX*.

AGENT 47'S BOOKMARKS

favourite websites of your favourite PS2 characters



The Garrote

<http://www.necrohell.net/vault/3/meek3.html>

This page is full of useful tips on how to successfully use my preferred tool of the trade: the garrote. Although all the content was obviously written by a male adolescent who has

never killed a man in his life, the tips featured are useful regardless. For beginners, anyway.

Suit Yourself

<http://suiyourself.com/>



Being a professional killer for hire is not just about guns and garrotes, it is also about stealth, subterfuge and - most importantly - style. You will find, I think, that a charming, well-dressed man can ingratiate himself with almost anyone and get into almost anywhere. With its wide selection of suits and other fine apparel, therefore, this site is the perfect starting place for those of you thinking of getting into the business.

The Bald Man's Home Page

<http://www.thebaldman.com/>



As you know, I am a bald man. What you probably don't know, however, is that I am

proud of my scalp and will do everything I am capable of to improve the position of the bald man in today's hairy hegemony. This site has everything a hairless activist could possibly need to know, with links to bald cosmetic products, support groups and online forums where you can discuss Foucault, Lenin and other heroes of the movement. We are bald and we are beautiful!

Jesper Kyd Productions

www.jesperkyd.com



I originally planned to dedicate this space to my favourite gun, the Hardballer, but a search on that term only turned up several sporting associations for homosexual males. So, as a replacement, here is the website of one of my favourite composers - Jesper Kyd. Jesper and I have 'worked' together on a several occasions and I find him to be one of my most charming, polite and efficient employers. Oh yes, and his music is fabulous too.

1



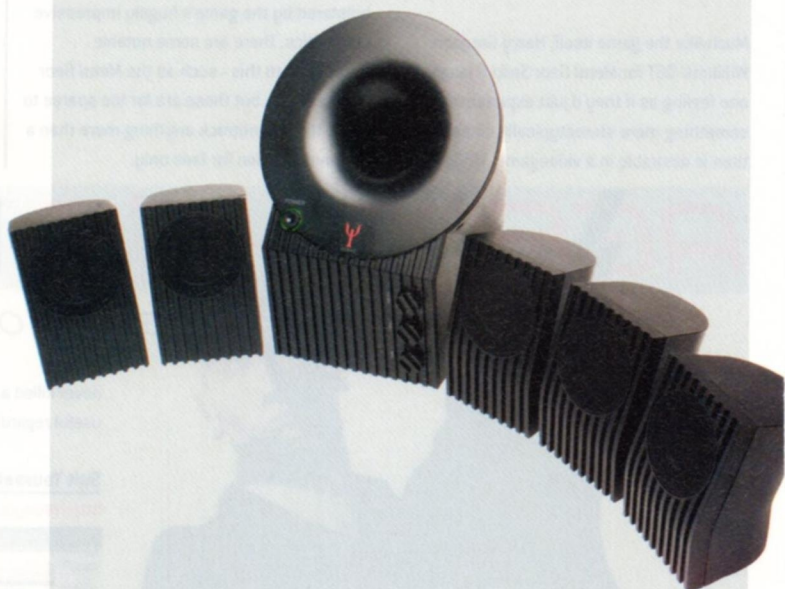
2



3



4



UPGRADE

ONE THING WE'D ACTUALLY PAY OUR OWN MONEY FOR! AND THREE PS2 THINGS.

1

HIPTOP COMMUNICATOR

This is the sort of *Star Trek* device we've been waiting for. It's a mini-mini laptop, it's internet enabled, it's got a built-in mobile. Sellotape it to your wrist and you could be in 3002. Won't be out over here until early 2003, though.

2

PLAYFREE WIRELESS PAD

"The Official Option" it says on it, nicely using the word "official" in a lawyer-pleasing manner that doesn't *actually* mean it's an official product. It's wireless, using radio "waves" instead of unreliable "infra-red". Nice.

3

X-ARCADE

The X-Arcade by XGaming – didn't the trend for X-related product names die out in the late 90s? About the same time people stopped calling PlayStation PSX? And did you see the last episode of the *X-Files*? Terrible, wasn't it?

4

PX 2.1 500W

There's no such thing as too many speakers. Five (point one) in the lounge, two in the bedroom, 25 in the car – a man needs bass like a woman needs Dairy Milk. So get five more. These are for PS2 and look a bit like it.

INCOMING!

GAMES CURRENTLY WINGING THEIR WAY TO PS2

TITLE	PUBLISHER	TYPE
JANUARY		
Ape Escape 2	Sony	Platformer
Everblue 2	THQ	Adventure
Gio Gio's Bizarre Adventure	THQ	Fighting
Gremlins	Red Ant	Action
Inspector Gadget	Red Ant	Adventure
Jinx	Sony	Platformer
Midnight Club 2	Take 2	Racing
Monster Jam	Ubisoft	Racing
Paris Dakar Rally 2	Acclaim	Racing
Robotech Battlecry	TDK	Shooter
Silent Scope 3	Infogrames	Shooter
Sly Raccoon	Sony	Adventure
Star Wars: Clone Wars	Electronic Arts	Action
State of Emergency Platinum	Take2	Action
Suikoden 3	Infogrames	RPG
Sword of the Samurai	Ubisoft	Fighting
Tennis Master Series 2003	Red Ant	Sports
The Sims	Electronic Arts	Strategy
Wild Arms 3	Ubisoft	RPG

FEBRUARY		
All Star Baseball 2004	Acclaim	Sports
ATV Quad Power Racing 2	Acclaim	Racing
Battlebots	THQ	Fighting
Battle Engine Aquila	Infogrames	Action
Def Jam: Vendetta	Electronic Arts	Fighting
Disney's Jungle Book 2	Ubisoft	Action Adventure
Evil Dead 2	THQ	Action Adventure
Evolution Skateboarding	Infogrames	Sports
Fighting All Stars	THQ	Fighting
Frogger Beyond	Infogrames	Arcade
Grand Prix Challenge	Infogrames	Racing
Groove Rider	Acclaim	Racing
Jimmy Neutron Boy Genius	THQ	Adventure
Mortal Kombat: Deadly Alliance	Acclaim	Fighting
NBA 2K3	Infogrames	Sports
Pacman World 2	Sony	Platformer
Primal	Sony	Action Adventure
Risk: Next Generation	Infogrames	Strategy
Shrek Party	TDK	Action
Space Channel 5 Pt 2	Sony	Rhythm Action
Speed Kings	Acclaim	Racing
Tomb Raider: Angel of Darkness	Infogrames	Action Adventure
World of Outlaws: Sprintcars	Infogrames	Racing

MARCH		
Batman: Dark Tomorrow	Acclaim	Action Adventure
Centre Court	THQ	Sports
Contra: Shattered Soldier	Infogrames	Action
Dark Angel	Vivendi	Action
Dark Chronicle	Sony	RPG
Devil May Cry 2	THQ	Action Adventure
Die Hard: Vendetta	Vivendi	Shooter
Dragon's Lair	THQ	Action Adventure
ET: Return to the Green Planet	Ubisoft	Action Adventure
Gladiator Wrestling	Electronic Arts	Fighting
Indiana Jones/Emperor's Tomb	Electronic Arts	Adventure
International Golf Tour	THQ	Sports
Metal Gear Solid: Substance	Infogrames	Adventure
Moto GP 3	Sony	Racing
NBA Street 2	Electronic Arts	Sports
NHL 2K3	Infogrames	Sports
Nickelodeon Party Blast	Infogrames	Action
Pride FC	THQ	Fighting
Rayman: Hoodlum Havoc	Ubisoft	Platformer
RTX Red Rock	Electronic Arts	Adventure
Starsky & Hutch	Vivendi	Action Adventure
Tenchu: Wrath of Heaven	Activision	Action Adventure
The Mark of Kri	Sony	Action
War of the Monsters	Sony	Action
XIII	Ubisoft	Shooter
Zapper	Infogrames	Platformer

APRIL		
J McGrath Supercross 2003	Acclaim	Racing
Jurassic Park	Vivendi	Strategy
Mace Griffin Bounty Hunter	Vivendi	Shooter
Malice	Vivendi	Platformer
Mercedes Benz World Racing	TDK	Racing
NFL 2K3	Infogrames	Sports
Rainbow Six: Raven Shield	Ubisoft	Shooter
Robocop	Interplay	Shooter
Shox	Electronic Arts	Racing
Silent Hill 3	Infogrames	Adventure
Splinter Cell	Ubisoft	Action Adventure
The Lost	Ubisoft	Action Adventure
True Crime: Streets of LA	Activision	Action Adventure
Vexx	Acclaim	Platformer
Zone of the Enders 2	Infogrames	Action

DIRECT HIT!

THE MARK OF KRI

Distributor: Sony
Type: Action



This innovative action game has been out overseas (well, in the States, at least) for a few months now and has been quite well-received. The major innovation arrives with its fighting system that allows you to engage multiple opponents through the use of your controller's face buttons. Or you can use the same buttons to pull off extensive combos against just one enemy. We look forward to its eventual release.



DIRECT HIT!

RAYMAN: HOODLUM HAVOC

Distributor: Ubisoft
Type: Platformer



Ubisoft's PR people have spent the past few months trying to impress on us just how Rayman has changed since we last saw him. He's still limbless, of course. But he's not quite so cute and cuddly any more. Indeed, to judge by some of the "cover" artwork we've been sent, he now appears more at home in the upcoming Mortal Kombat game than jumping through woodland platforms.



PlayStation 2
All Full Priced
PlayStation Games
Over \$40

TOP 10

PlayStation 2
Games Over \$50

W/E 8 December
2002 RETAIL SALES

- 1 ♦ H Potter Chamber Of Secret Adventure
- 2 ♦ Lord Of The Rings 2 Towers RPG
- 3 ▲ Dragonball Z: Budokai Fghtrs Action
- 4 ▼ WWE Smackdown 4 S.Y.M Sports
- 5 ♦ Kingdom Hearts Adventure
- 6 ▼ Tony Hawk's Pro Skater 4 Sports
- 7 ▼ V8 Supercars Racing
- 8 ☆ Bond 007: Nightfire Action
- 9 ☆ Grand Theft Auto 3 Bundle Adventure
- 10 ☆ Medal Of Honor: Frontline Action

TOP 10

All Full Priced
Games

W/E 8 December
2002 RETAIL SALES

- 1 ♦ H Potter Chamber Of Secret PlayStation
- 2 ▲ H Potter Chamber Of Secret PC/MAC
- 3 ▼ Tom Clancy's Splinter Cell Xbox
- 4 ▼ H Potter Chamber Of Secret PlayStation 2
- 5 ▲ Lord The Rings Two Towers PlayStation 2
- 6 ▲ The Sims Unleashed PC/MAC
- 7 ♦ H Potter Chamber Of Secret GameBoy Adv
- 8 ☆ Dragonball Z: Budokai Fghtrs PlayStation 2
- 9 ▼ H Potter Chamber Of Secret Game Boy
- 10 ▼ WWE Smckdwn 4 S.Y.M PlayStation 2

TOP 10

PlayStation Games
Over \$40

W/E 8 December
2002 RETAIL SALES

- 1 ♦ H Potter Chamber Of Secret Adventure
- 2 ♦ Tony Hawk's Pro Skater 4 Sports
- 3 ▲ Lilo & Stitch Trouble Pards Adventure
- 4 ♦ Stuart Little 2 Adventure
- 5 ▼ Space Chase Pack Compilation
- 6 ♦ FIFA 2003 Sports
- 7 ▲ Treasure Planet Adventure
- 8 ▼ World Rally Champ 02 Arcade Racing
- 9 ♦ Harry Potter & Philosopher Adventure
- 10 ☆ Tomb Raider Collectors Pk Adventure

PSW DELIVERS: ■ THE BIGGEST PS2 GAMES FIRST – GUARANTEED ■ RAZOR-SHARP, TOP QUALITY FOOTAGE ■ MOVIES, MULTI-ANGLE AND PROFESSIONAL COMMENTARY – NO OTHER DISC HAS THESE!
PSW DOES NOT: ■ MISLEAD YOU WITH FAKE EXCLUSIVES ■ USE PC AND XBOX GAME CLIPS – SHAMEFUL ■ MAKE YOU WATCH OUR UGLY FACES ■ SUCK UP TO ANYONE!

ON THE DVD



WELCOME

/ GRAHAM SMITH DISC EDITOR

"Goldfinger. Da daaa daa. I'm the man with the midas touch." Actually this month it's the blistered touch. While Gary, Mikey, Steven and Richard get to share the reviews out among themselves I have to do all of the

footage capturing myself. Oh my aching thumbs. Yeah, yeah. I know. There are starving gamers out there who would offer vital organs to be able to play games every day like I do, but think about it for a moment. You've just shotgunned your way through half of London in *The Getaway* when *GTA Vice City* lands on your desk. You've just laboured away learning the new moves for *Mortal Kombat* when *James Bond 007 in...Nightfire* requires your attention. I never get to finish any games. I hate this time of year. There's just too many damn good games and not enough time to play them all. Where's that sexy sounding voice-over lady? I need a bosom to cry into.



WORLD EXCLUSIVE FIRST! HERE!

● MORTAL KOMBAT: DEADLY ALLIANCE IT'S IN THE EXCLUSIVE SECTION

With so many class titles across all types of genres you could never accuse the PS2 of being a one trick console. Cars, guns, footballs, zombies, its got the lot. However, one area where it excels more than most is in the realm of fist fightery and kung fuery. *Dead or Alive 2* kicked things

off in spectacular bouncy fashion and things have just got better and better. We have to admit that when *Virtua Fighter 4* and *Tekken 4* came along we thought the world of PS2 fighting had peaked. Surely nothing could top these two world beaters, not even the resurrection of a past gaming great

fatalities and all. How wrong were we. Take a look at this world first and believe. Gone are the wooden characters and dodgy 2D visuals to be replaced by one of the most striking, imaginatively diverse and gratifyingly slick fighters yet. Oh and it's still well violent too. 'Ave it.



● THE GETAWAY

IT'S IN THE EXCLUSIVE SECTION

Oi sunshine! Open your mince pies and 'ave a gander at this. You've all seen loads of *The Getaway* already, thanks to our exclusive coverage of one of this Christmas' biggest games, so we thought we'd do something a bit different. Give you all the chance to take a trip around old London town visiting some of the less reputable locales, meeting up with some dodgy geezers and all in someone else's motor. Just select one of the locations on the map of London and we'll take you straight there for a gut spilling shootout. Or how about some clubbing down Soho? Your name's down, you're coming in, guns blazing of course. If you're a connoisseur of the arts we can whisk you to Hyde Park for an exhibition of modern water colours, oil paintings and blood stains. Every facet of this monster of a game has been laid bare for you to get a genuine feel for this modern gangster epic. And when you're done, turn to page 66 and read the brutal honest truth as *The Getaway* is laid bare in our definitive review.



● PRIMAL

IT'S IN THE EXCLUSIVE SECTION!

Is Lara's crown slipping? First she gets delayed until well into the new year and now a pretty young thing called Jen turns up with a game that's simply gorgeous. We'll be having an exclusive look at this sumptuous action adventure in next month's mag but we just couldn't resist giving you a preview screening of just why the world of third-person action adventuring could be about to get a massive kick up the rear, *Primal* style.



● MGS2: SUBSTANCE

IT'S IN THE EXCLUSIVE SECTION

If you weren't a big fan of those lengthy, moralistic story bits, found the boss fights a bit of a repetitive chore and didn't like having to play as a bloke with thighs like J-Lo and girly blond hair, we've got the solution to all of your woes. *Substance* cuts to the chase, welcomes back Snake and offers the greatest, stealthy gaming experience ever in its purest form. We've got the world's first look at this guaranteed mega hit.

WIN!

A DOUBLE DOSE OF THE ROCK!



We originally thought we'd fill this space with a litany of hilarious Rock-related puns. Some of which would involve the word "sedimentary". But then we couldn't think of any (except for those ones that weren't in the slightest bit funny). So here we are again, simply telling you what prizes are to be won: five packs each containing *The Scorpion King* PS2 game and *The Scorpion King* DVD movie. Just answer the question over there on the back of an envelope and send it to us. You'd have to have rocks in your head not to enter. Sorry.

Dwayne Johnson

Q: What is the Rock's real name?

Send your entries to:

PSW Rock hard Comp.
78 Renwick st
Redfern N.S.W.
2016

COMPETITION WINNERS

PSW#6

I LOVE CAPCOM

Grant Warren, Chipping Norton NSW
Robbie McGregor, Dunedin NZ

STICKY GOO

B. Crack, Peterborough SA
Catherine McShane, Alice Springs NT
Clinton Dieckmann, Tamworth NSW
Jake Blunt, Rylstone NSW
Kurt Wagner, St Andrews NSW



NEXT MONTH
JEEPERS CREEPERS

SH3

PLUS...
MASSIVE
2003
PREVIEW

IT'S A SIGN

SILENT HILL 3. WERE NOT SCARED. MUCH.

IS THERE A HILL IN IT THIS TIME? IS IT QUIET? OR IS IT JUST ANOTHER LOAD OF DINGY BUILDINGS WITH MUMBLING ZOMBIES AND BLOOD AND EVERYTHING? FIND OUT IN A FEW WEEKS, MATE.

ON THE NEXT PSW DVD...

SILENT HILL 3 / MORTAL KOMBAT: DEADLY ALLIANCE / LAMBORGHINI / LEGENDS OF WRESTLING 2 / X-MEN
STAR WARS: CLONE WARS / THE SIMS / TOMB RAIDER: THE ANGEL OF DARKNESS / DEVIL MAY CRY 2

ON SALE FEBRUARY 12: READ IT AND WEEP.

CONTENT SUBJECT TO CHANGE WITHOUT NOTICE



SPYRO™

ENTER THE DRAGONFLY

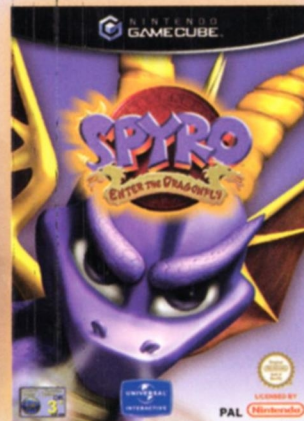
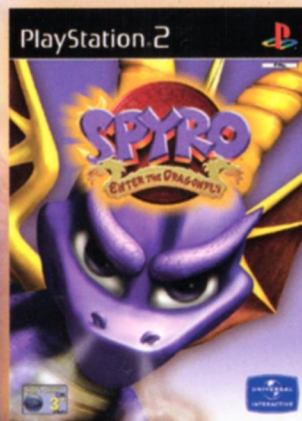


VIVENDI
UNIVERSAL
games



PlayStation®2

GAME BOY ADVANCE™



"Spyro: Season of Flame" interactive game © 2000 Universal Interactive, Inc. "Spyro: Enter the Dragonfly" interactive game © 2002 Universal Interactive, Inc. Spyro the Dragon and related characters™ and © Universal Interactive, Inc. All rights reserved. "G" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.™ and ® are trademarks of Nintendo. © 2002 Nintendo.

FKGB

The World's first A.I racing game...

Total Immersion Racing has revolutionary Artificial Intelligence. **A.I. Tude** means that the other drivers on the track remember your actions, they bear grudges, they have egos and they even get angry.

And when they get angry, you'll know about it...

"One of the ... most immersive driving experiences we've ever had. Highly recommended." - 90/100

PC GameZone



PlayStation.2



XBOX

PC CD-ROM



TOTAL IMMERSION RACING™

PUT YOUR FOOT DOWN. DEMAND INTELLIGENT RACING

www.totalimmersionracing.com



Developed by Raziborok, a studio of Empire Interactive Europe Ltd. Total Immersion Racing™, the E logo and Raziborok are trademarks of Empire Interactive Europe Ltd. © 2000 - 2002 Empire Interactive Europe Ltd. All rights Reserved. All other trademarks and trade names are the properties of their respective owners. "X" and PlayStation are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the US and/or other countries and are used with permission of Microsoft. All rights reserved.